
**CONTROL DATA
CYBER 170 MODELS 172/173/174
CENTRAL PROCESSOR UNIT**

**THEORY OF OPERATION
DIAGRAMS**

Volume 1 of 3

HARDWARE MAINTENANCE MANUAL

REVISION RECORD

REVISION	DESCRIPTION
01	Preliminary release.
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(7-75)	
03	Update to reflect ECO 1364 (No change to this manual)
(9-75)	
04	Update to reflect ECO 1353 (pak placement change)
(9-75)	
05	Update to reflect ECO 1355 (Wire List change).
(9-75)	
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(9-75)	
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(9-75)	
08	Update to reflect ECO 1411.
(9-75)	
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(9-75)	
10	Update to reflect ECO 1404.
(9-75)	
11	Update to reflect ECO 1366 (D.P.D. 2-16)
(10-75)	
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(11-75)	
13	Update to reflect ECO 1436.
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	5-2-75, 5-2-93, 5-2-95, Comment Sheet.
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	5-2-55, Comment Sheet.
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F	Update to reflect ECO PD01704.
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G	Update to reflect ECO PD01741.
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REVISION RECORD (CONT'D)			
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MANUAL TO EQUIPMENT LEVEL CORRELATION SHEET

This sheet shows the latest manual revisions, ECOs/FCOs that have affected and been included in the revisions, and equipment level (series codes) covered by the revisions.

SHEET <u>1</u> OF <u>2</u>		EQUIPMENT						
MANUAL REV	FCO OR ECO	AA107	AD103	AT253				
01 02 03 04 05	Prelim. } PD01353 PD01355	A02 A03	A01	A01				
06 07	PD01386 PD01385	A05 A06	A03					
08	PD01411	A07	A04					
09	PD1394	A04	A02					
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13	PD01436	A16	A08					
14	PD01478	A17 A18	A09					
15	PD1428	A19	A10					
16	PD01381	A23	A11					A02
17	PD01480	A24 A26	A12					
18	PD01400	A27 A28	A13					
19	PD01481	A29	A14					
20	PD01402	A30						
21	PD01516	A31 A34						
22	PD01512	A35 A44						
23	PD01479	A45 A47						

MANUAL TO EQUIPMENT LEVEL CORRELATION SHEET (Cont'd)

SHEET 2 OF 2

EQUIPMENTS							
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25	PD01508	A50 A60		A23-A25			
26	PD01616	A61		A26			
27	PD01602	A62 A66		A27			
28	PD01601	A67		A28			
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B	PD01420	A68-A73		A29-A32			
C	PD01640	A74-A80		A33, A34			
D	PD01485	A81, A82		A35			
E	PD01703			A36			
F	PD01704			A37			
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J	PD01772	A86	B01, B02	A42	B01		
K	PD01780	A87	B03	A43	B02		
	CA36643	A88	B03	A44	B02		
L	CA37692	A89	B03	A44	B02		

LIST OF EFFECTIVE PAGES

New features, as well as changes, deletions, and additions to information in this manual, are indicated by bars in the margins or by a dot near the page number if the entire page is affected. A bar by the page number indicates pagination rather than content has changed.

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PREFACE

This manual contains section 5, Theory and Diagrams, of the Hardware Maintenance Manual set that supports the CONTROL DATA® CYBER 170 Models 172, 173, 174 Central Processor Unit (CPU). The following equipments are covered:

AA107-A / AA131-B Chassis 1, Model 172 Central Processor Unit
AT253-A Central Processor Unit speed-up option (Model 172 to 173)
AD103-A / AD105-B CPU-1 Chassis (Model 174).

Section 5 is divided into two volumes containing three parts:

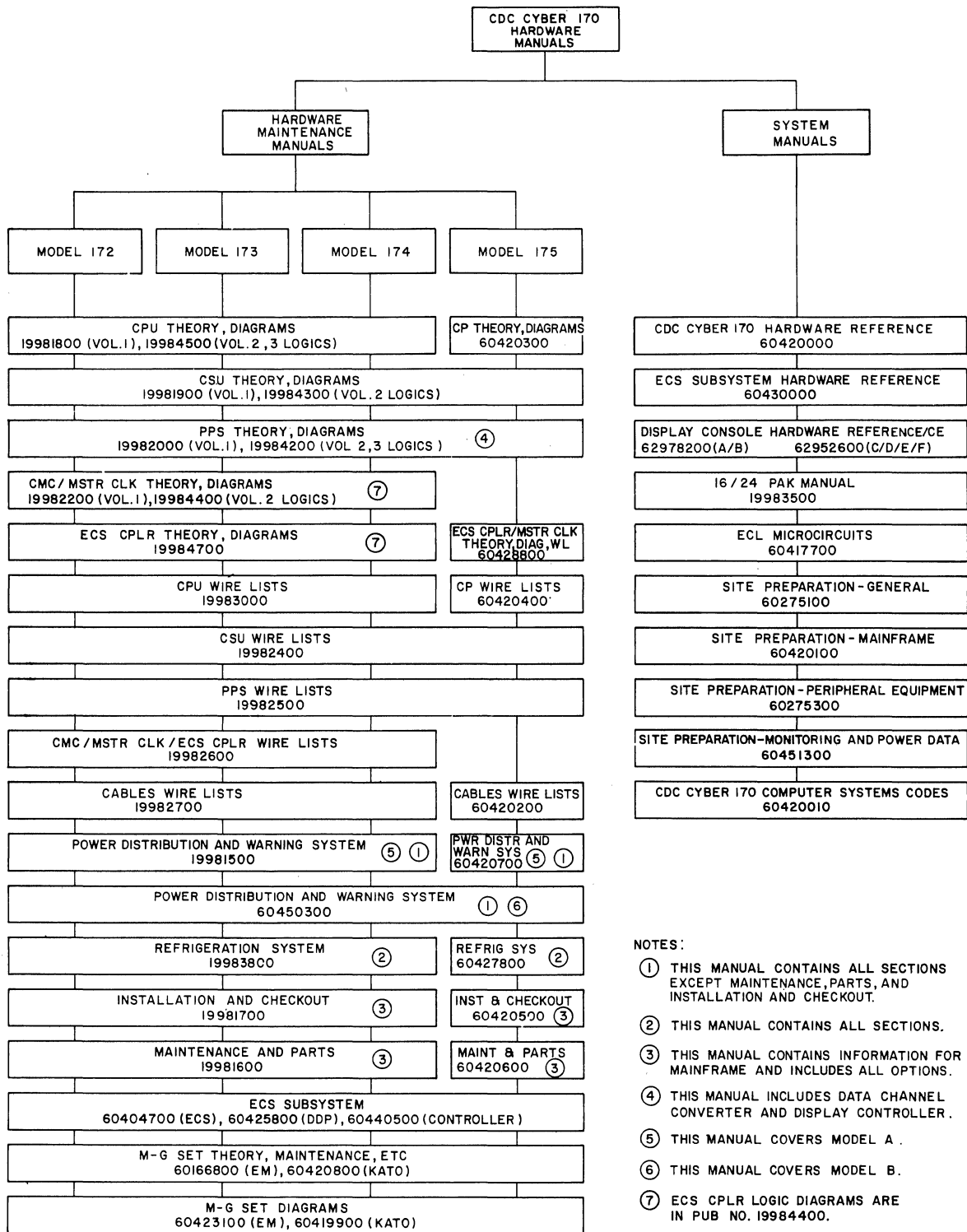
Volume 1 Part 1 Introduction
Part 2 Theory of Operation and Block Diagrams
Volume 2 Part 3 Logic Diagram set.

The system publication index on the next page shows the relationship of this manual to others in the set. This index also graphically lists all other publications that support the CONTROL DATA CYBER 170 Mainframe Computer systems.

This manual also contains a manual to equipment correlation sheet that shows the equipment level (series code) covered by each manual revision.

NOTE:

This manual is revised only by ECOs affecting this manual. The correlation sheet, therefore, does not necessarily show the latest applicable equipment series code.



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GENERAL DESCRIPTION

SECTION 2

OPERATION

SECTION 3

INSTALLATION AND CHECKOUT

Information for these sections is included in separate manuals. Refer to the system publication index at the front of this manual for publication numbers.

SECTION 4

THEORY OF OPERATION

(Included in Section 5)

SECTION 5

THEORY AND DIAGRAMS

Part 1: Introduction

Part 2: Theory and Block Diagrams

Part 3: Logic Diagrams

(Included in Volumes 2 and 3)

SECTION 5

THEORY AND DIAGRAMS

Part 3: Logic Diagrams

(Included in Volumes 2 and 3)

SECTION 5

THEORY AND DIAGRAMMS

Part 1: Introduction

CENTRAL PROCESSOR UNIT INTRODUCTION

SYSTEM BLOCK DIAGRAM

Figure 5-1-1 shows the relationship of the CPU(s) to the rest of the CYBER 170 Models 172, 173, 174 mainframe computer systems.

MULTI-LEVEL THEORY AND DIAGRAMS

The theory and diagrams for the CPU are provided at three levels: primary block diagram; detailed pak diagram; logic diagram.

The primary block diagram shows a high-level relationship between the various functional components (registers, adders, etc.).

The next level (detailed pak diagram) is a functional-to-physical bridge that shows the data paths within the unit, a block diagram of each pak, all pak-interconnecting data and control signals, and test point charts for all data and address paths on the diagram.

The logic diagram set (most detailed level) depicts the unit at the integrated circuit (IC) level; it consists of one logic diagram for each pak in the unit.

Each logic diagram consists of IC identification and placement, IC interconnection, plus backpanel wiring information in the form of signal names and source/destination labels for each pin in the logic diagram.

PAK-TO-DIAGRAM CROSS REFERENCE TABLE

Table 5-1-1 lists all CPU pak types along with the following information on each:

- Quantity - number of paks of this type located in the CPU.
- Location - all chassis locations at which this pak type can be found.
- Diagram - detailed pak diagram(s) on which this pak type is shown.
- Function - the function covered on the corresponding pak diagram.

The table enables a user to identify all functional uses of a particular pak type, and shows the availability and location of substitute paks during maintenance; it also helps in locating all paks of the same type without having to scan the pak placement diagrams.

PAK PLACEMENT DIAGRAMS (figure 5-1-2)

These diagrams are included as an additional aid for translating the CPU into functional entities.

KEY TO BLOCK DIAGRAM SYMBOLS (figure 5-1-3)

Every effort has been made to keep the number of unfamiliar symbols on the block and detailed pak diagrams to a minimum. The symbology and conventions have been chosen to simplify or clarify; they are therefore essential to the use and understanding of the diagrams. Note particularly that the AND and OR symbols define functions, not gates; e.g., AND gates in the hardware may actually be shown as OR functions on the diagrams.

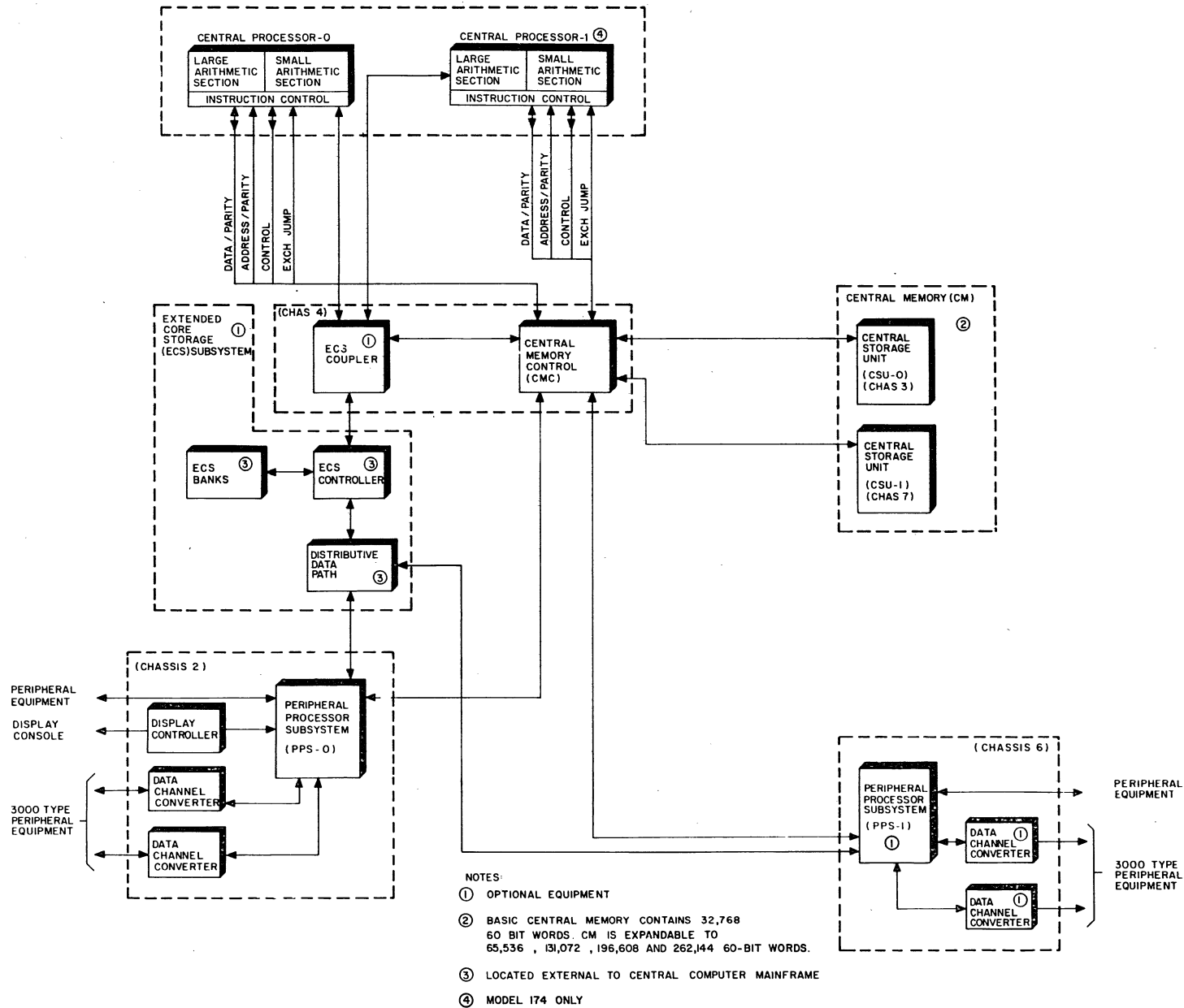


Figure 5-1-1. System Block Diagram

TABLE 5-1-1.1. PAK-TO-DIAGRAM CROSS REFERENCE

PAK TYPE	CHASSIS LOCATION	DPD REF.	FUNCTION
AA	C10	3.2	2ND STAGE CLOCK TUNING AND FNO
	C18	3.4	
	I07, I18	3.5	
	F05, O26, I18,	3.8	
	F05, F11	3.13	
	M14	3.27	
	M14	3.28	
	L12	3.29	
	N13	3.30	
	D35, E38, L41	3.45	
	C10, C18, D35, E25, E38, F05, F11, I07, I18, I27, K34, L12, L41, M14, N13, O25, K08	3.46	
AB	H27, H28, H29	3.46	PRIM CLK TUNING AND FNO
AD	L35	3.13	TIMING DELAY
	L35	3.14	RNI TIMING
	L35	3.17	WAIT II DLY TIMING
	L35	3.22	END CASE TIMING
	L35	3.24	FMD/FAD TIMING
	L35	3.27	ILL EXIT DLY TIMING
BZ	C21	3.1	U3 RGTR DISPLAY
CA	L36, L37, L38, L39, L40, M36, M37, M38, N36, N37, N38, O36, O37, O38, P36, P37, P38, Q36, Q37, Q38	3.0	FNO
	B07, B18, C19, C20, C35	3.1	
	B05, B07, C05	3.2	
	F22, G22	3.3	
	G26, H23, L18	3.4	
	G13, H22, H23	3.5	
	H30, J21, J22, K22	3.7	
	G05, H22, K22, K23	3.8	

TABLE 5-1-1.2. PAK-TO-DIAGRAM CROSS REFERENCE

PAK TYPE	CHASSIS LOCATION	DPD REF.	FUNCTION
CA	J37	3.9	FNO
	N12	3.10	
	F36	3.12	
	F13, G11	3.13	
	I29, I32, J37	3.14	
	I29, L37, M33	3.16	
	F31, G36	3.17	
	C05, G35, G36, I24	3.18	
	C34, G22, H35, I32	3.19	
	C35, F22, F28, F30, F31 G22, G27, G29, G35	3.20	
	F31, G33, G35, G36	3.21	
	G33, H30, J22, J37	3.22	
	H22, H32, I24	3.23	
	H32, H35, I29, J30, J31, K31 K32	3.24	
	H23, H35	3.25	
	G11, G13	3.26	
	H30, H32, N31	3.27	
	N31, M19, M20	3.28	
	L18, L26, M19, N14	3.29	
	N23, N24, M19, M20	3.30	
	M33, N11, N12, N14	3.31	
	M25, M33, N31	3.32	
	N29	3.34	
	L26, L36	3.35	
	M36, N29	3.36	
	L28	3.38	
	L28, N29, N31	3.40	
	L26	3.41	
	Q34	3.42	
	L26	3.43	
	M33	3.44	
	C34, C35, F31, F36, G27, G35	3.45	
EY	K08	3.8	CLOCK TUNING AND FNO

TABLE 5-1-1.3. PAK-TO-DIAGRAM CROSS REFERENCE

PAK TYPE	CHASSIS LOCATION	DPD REF.	FUNCTION
FA	H06, H11, H12, H15, I06, I12, I13, I19	3.6	CARRY LOOKAHEAD STAGE 1
	G12	3.13	CARRY LOOKAHEAD CKT XLTR
	N10	3.31	L ADDER LOOKAHEAD CKTS
FB	H13	3.6	L ADDER CARRY FUNCTION
	H13	3.13	F ADDER CARRY FUNCTION
FC	J02, J03, J04, J05, J06, J07 J08, J09, J10, J11, J12, J13 J14, J15, J16, J17, J18, J19, J20, K02, K03, K04, K05, K06, K07, K08, K09, K10, K11, K12, K13, K14, K15, K16, K17, K18, K19, K20, K21	3.8	I5 SELECTOR, C RGTR
FD	H02, H03, H04, H05, H06, H07 H08, H09, H10, H16, H17, H18, H19, I02, I03, I04, I05, I08, I09, I10, I11, I14, I15, I16, I17, I20, I21, I22	3.5	D ADDER LOGIC, D RGTR I4, I14 SELECTORS
FE	C11	3.2	EXPONENT TESTER
FF	F08, F09, F10, G08, G09	3.13	E, F RGTR, F ADDER, I2 SEL
FG	G16	3.9	FZ 128 TESTER
	G16	3.13	F DECODER
	G16	3.22	SHIFT TEST CKT
	G16	3.24	F TEST CKT
FH	P02, P03, P04, P05, P06, P07, P08, P09, P10, P11, P12, P13, P14, P15, P16, P17	3.10	SHIFT NETWORK RANK 2
	Q02, Q03, Q04, Q05, Q06, Q07, Q08, Q09, Q10, Q11, Q12, Q13, Q14, Q15, Q16, Q17	3.11	SHIFT NETWORK RANK 3
	Q15	3.13	
	R02, R03, R04, R05, R06, R07, R08, R09, R10, R11, R12, R13, R14, R15, R16	3.11	SHIFT NETWORK RANK 4
	P15	3.18	NZERO COMPLEMENTOR
	P04	3.19	MONFLG COMPLEMENTOR
	P11	3.25	BON2 COMPLEMENTOR
	Q09, Q10, Q11	3.46	TLKNN DLY CKT

TABLE 5-1-1.4. PAK-TO-DIAGRAM CROSS REFERENCE

PAK TYPE	CHASSIS LOCATION	DPD REF.	FUNCTION
FJ	O02, O03, O04, O05, O06, O07, O08, O09, O17, O18, O19, O20, O21, O22, O23, O24	3.10	SHIFT NETWORK RANK 1
FK	B19	3.1	FUNCTION DECODE CKT
FL	P22, P23, P24, P25, P26, P27, P28, P29	3.10	SHIFT NETWORK RANK 2
	Q22, Q23, Q24, Q25, Q26, Q27, Q28, Q29	3.11	SHIFT NETWORK RANK 3
	P30, R22, R23, R24, R25, R26, R27, R28, R29	3.11	SHIFT NETWORK RANK 4
FM	O10	3.9	FEQ 100 XLTR
	O10, O12, O13	3.10	NORM: ENCODER AND ZERO TEST CKT
FN	O11	3.10	NORMALIZE NETWORK
FP	D21, D22, D23, D24, D25, E21, E22, E23, E24	3.3	P, RA, MA, FL RGTR I0 SELECTOR
FQ	F19, F20, F21, G19, G20	3.4	RAE, FLE RGTR, I1 SELECTOR
FR	B02, B03, B04, B08, B09	3.2	A RGTR AND INPUT SELECTOR
	C02, C03, C04, C08, C09	3.2	B RGTR AND INPUT SELECTOR
	D02, D03, D04, D05, D09, D10, D11, E02, E03, E04, E05, E09, E10, E11, E12	3.2	X RGTR AND INPUT SELECTOR
FS	P18, P19	3.9	I9 SELECTOR AND SK COUNTER
FT	C27	3.17	AOR TEST CKT
FU	B13, B14, B15, B16, C13, C14, C15, C16	3.1	U1, RNI, U3 RGTR U2 SELECTOR
FV	J35	3.1	CONSTANT GENERATOR
	J35	3.14	PARCEL COUNT DECODER
	J35	3.24	SIGN TEST CKT
FW	C26	3.4	EE, EM RGTR AND SELECTOR

TABLE 5-1-1.5. PAK-TO-DIAGRAM CROSS REFERENCE

PAK TYPE	CHASSIS LOCATION	DPD REF.	FUNCTION
FX	K37	3.0	FNO AND COMPLEMENTORS
	B20, C33	3.1	
	D07, D08, E06, E07	3.2	
	D26, D27	3.3	
	H20, H21, H24	3.5	
	J23, J24, J25	3.7	
	K24, K25	3.8	
	O15, P20, P21, Q19, Q20, Q21, R19, R20, R21	3.9	
	O14	3.10	
	D16, D17, D18, E17, E18	3.12	
	F14, F15, F16, F17, F18, G14, G15, G16, G17	3.13	
	B17, C17, J34	3.14	
	G37, O16	3.15	
	B17	3.16	
	C17, P39	3.17	
	Q18, R19	3.20	
	H25, H26, I23, I26	3.23	
	L24, M07, M08, M19, M20	3.28	
	L23	3.29	
	L32, M32, N32	3.32	
	D33	3.46	
FY	E14, E15, E19, E20	3.12	I3 INPUT SEL, COMP CONTROL
FZ	D36, E31, E32, E33, E34, E35	3.45	I7XLTR, HR RGTR, PAR GEN
GA	G31	3.21	INCREMENT SEQ TIMING CHAIN
GB	G32	3.21	INCREMENT RGTR CONTROLS

TABLE 5-1-1.6. PAK-TO-DIAGRAM CROSS REFERENCE

PAK TYPE	CHASSIS LOCATION	DPD REF.	FUNCTION
GC	C06, E37	3.1	MISC XLTRS
	C06, E08, F12	3.2	
	E27	3.3	
	I25	3.5	
	I25	3.8	
	I37, J36	3.9	
	E13, E16, N33	3.12	
	E13, F12, G10, H41	3.13	
	I37, J36, I28	3.14	
	E37, J37	3.17	
	H41	3.19	
	I28, K36	3.25	
	L25	3.27	
	L25	3.28	
	L25	3.29	
	M35	3.22	
	N25	3.30	
	L25, M24	3.31	
	N33	3.35	
	N33	3.42	
	N33	3.44	
	N36, N37, E36	3.45	
	O31	3.14	
GD	G34	3.18	JUMP SEQ TIMING CHAIN
GE	F27	3.20	EXCH JUMP ENAB CKT
GF	F29, G28, G30	3.20	EXCH JUMP TIMING CHAIN
GG	I31	3.14	RNI START AND SEQ CONTROL
GH	I30	3.14	RNI CONTROL XLTR
GJ	I33	3.19	RET JUMP SEQ TIMING
GK	B06, C07, D06	3.2	A, B, X ADRS SELECTORS

TABLE 5-1-1.7. PAK-TO-DIAGRAM CROSS REFERENCE

PAK TYPE	CHASSIS LOCATION	DPD REF.	FUNCTION
GL	I35	3.14	PARCEL COUNTER
	I35	3.17	AOR SEQ TIMING CHAIN
GM	I34	3.16	ACCEPT SEQ TIMING CHAIN
GN	J32	3.24	FMD TIMING & EXIT DECODER
GP	J28	3.25	ENABLE I5 XLTR
	J28	3.26	ENABLE I3, I2 AND SK CONTROLS
GQ	J29	3.23	ALU FUNCTION ENABLE CKT
	J29	3.25	ENABLE CLOCK C XLTR
	J29	3.26	F ALU FUNCTION CODE SEL
GR	K29	3.26	F ALU DECODER ENAB CKTS
GS	K30	3.25	I5 COMP CONTROL XLTR
	K30	3.26	I3, I5 RGTR ENAB CKTS
GT	H38	3.15	COMM TIME SEQUENCE CKT
	H38	3.24	FUNCTION DECODER AND CONTROLS
GU	H37	3.15	COMM TIME FUNCTION DECODER
GV	H39	3.15	COMM TIME FUNCTION DECODER
	H39	3.22	RGTR ENAB CKT (SHIFT SEQ)
GW	H34	3.22	SHIFT SEQ TIMING CHAIN
GX	J27	3.5	I4 CONTROL SELECTOR
	J26, J27, K26, K27	3.7	I5 CONTROL XLTR
	J26, K28	3.8	I5 CONTROL XLTR
	K28	3.19	SETILN XLTR
	K26	3.22	COEFQ0 XLTR
	K27	3.24	EXSR2 XLTR

TABLE 5-1-1.8. PAK-TO-DIAGRAM CROSS REFERENCE

PAK TYPE	CHASSIS LOCATION	DPD REF.	FUNCTION
GY	H33	3.22	I3,I5 COMP XLTRS
	H33	3.23	BOOLEAN SEQ TIMING CHAIN
GZ	H31	3.27	ECS TIMING CHAIN
HA	J33	3.25	LOAD C RGTR, I5 XLTR
HB	F34	3.17	
HC	H14	3.6	CARRY LOOKAHEAD CKT (STAGE 2B)
HD	K35	3.14	SEQ EXIT DLY
HF	H36	3.15	FNO (COMT50)
	I36	3.9	SLI91 XLTR
	J21	3.7	FNO (I5S1)
	J22	3.7, 3.22	FNO (I5S2, SI52)
	K22	3.8	FNO (I5C67)
	K23	3.8	FNO (I5C85)
	E28	3.20	FNO (NEA 14, NCR9AB, ABI7)
HP	K35	3.14	SPEED UP MODULE
HN	K33	3.24	FAD TIMING AND EXIT DECODER
HQ	O30	3.32	CMU ON FF
	O30	3.33	ADRS SEQ, K1 ADRS FF
HS	G38	3.10, 3.25	
HT	M32	3.26	DATA COUNTER C/M SEQ
		3.39	
HU	M31	3.38	C/M DATA SEQ ENAB XLTR
HV	M28	3.40	C/M DATA SEQ COMMAND XLTR
HW	M29	3.40	C/M DATA SEQ ENAB XLTR
HX	L34	3.44	C/M EXIT SEQ CONTROL XLTR
HY	L31	3.42	COMPARE SEQ CONTROL XLTR
	L31	3.43	COLLATE TIMING SEQ
HZ	L27	3.43	COLLATE SEQ TIMING CHAIN

TABLE 5-1-1.9 PAK-TO-DIAGRAM CROSS REFERENCE

PAK TYPE	CHASSIS LOCATION	DPD REF.	FUNCTION
JA	G02, G03, G04, G06, G07, F02, F03, F04, F06, F07	3.8	H RGTR, I5 SELECTOR
JB	L02, L03, L04, L05, L06, L07, L08, L09, L10, L11	3.28	S RGTR, I31 SEL, COMPARATOR
JL	M03, M04, M05, M06, M09, M10, M11, M12, M13	3.28	R, Q RGTRS, I30 SELECTOR
JD	M16, M17, M18, M21, M22, M23	3.29	TS, TQ RGTRS, I32, 33, 37 SELECTORS
JE	L22	3.29	WP RGTR, I35 SEL, PRIORITY SEL
JF	L14	3.28	CP RGTR
JG	L16, L17, L18, L19, L20, L21	3.29	T RGTR, I34 SELECTOR
JH	L33	3.32	C/M INSTRUCTION DECODE ENAB
JJ	L13	3.28	FORCE EQUIVALENCE DECODER
	N19	3.30	I40 PRIORITY DECODER
JK	F23, F24, F25, G23, G24, G25	3.3	K1, K2 RGTRS, I49 SELECTOR
	F23, F24, F25, G23, G24, G25	3.9	I19 SELECTOR
JL	M26	3.32	C/M START SEQ INSTRUCTION DECODER
JM	N06, N07, N08, N09	3.31	LE, LF RGTRS, I46 SELECTOR
JN	N02, N03, N04, N05	3.31	LA, LC RGTRS, I45 SELECTOR
JP	N30	3.33	C/M ADRS SEQ TIMING CHAIN
JQ	N26	3.36	C/M ENABLE XLTR
JR	N27	3.34	C/M ADRS SEQ TIMING CHAIN
JS	N28	3.35	C/M ADRS FF _s

TABLE 5-1-1.10 PAK-TO-DIAGRAM CROSS REFERENCE

PAK TYPE	CHASSIS LOCATION	DPD REF.	FUNCTION
JT	L29	3.41	C/M SHORT DATA SEQ TIMER
JU	L30	3.41	C/M SHORT DATA SEQ CONTROLS
JV	M27	3.37	C/M BUFFER CNTR MODE XLTR
JW	M30	3.38	C/M DATA SEQ TIMING CHAIN
JX	N15, N16, N17, N18	3.30	I40, 41, 42, 44 SELECTORS
JY	M15	3.30	C ALU AND SCR XLTR
JZ	N20, N21, N22	3.30	CSR, PW RGTRS, I47 SELECTOR
KC	N39	3.0	INPUT DATA PARITY CHECKER
	D37, F39, F40, I38, J38	3.45	OUTPUT DATA PARITY GEN
KR	M39, M40, M41, N40, N41 O39, O40, O41, G40, G41, P40	3.0	RCVRS, CR9 RGTR
KT	B39, B40, B41, C39, C40, C41, D39, D40, D41, E39, E40, E41, F41, I39, I40, I41, J39, J40, J41, K39, K40, K41	3.45	OUTPUT RGTR AND XMTRS
XA	H42	3.46	} CLOCK TUNING AND FANOUT
XB	H27, 28, 29	3.46	

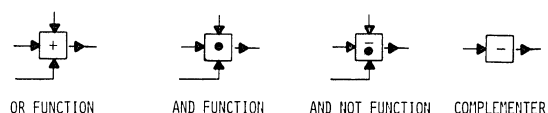
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21		
A																						A	
B		FRO	FRO	FRO	CAO	GKO	CAO	FRO	FRO				FUO	FUO	FUO	FUO	FXO	CAO	FKO	FXO		B	
C		FRO	FRO	FRO	CAO	GCO	GKO	FRO	FRO	AAO	FEO		FUO	FUO	FUO	FUO	FXO	AAO	CAO	CAO	BZO	C	
D		FRO	FRO	FRO	FRO	GKO	FXO	FXO	FRO	FRO	FRO	CPO	FYO	FYO	FYO	FXO	FXO	FXO	FYO	FYO	FPO	D	
E		FRO	FRO	FRO	FRO	FXO	FXO	GCO	FRO	FRO	FRO	FRO	GCO	FYO	FYO	GCO	FXO	FXO	FYO	FYO	FPO	E	
F		JAO	JAO	JAO	AAO	JAO	JAO	FFO	FFO	FFO	AAO	GCO	CAO	FXO	FXO	FXO	FXO	FXO	FQO	FQO	FQO	F	
G		JAO	JAO	JAO	CAO	JAO	JAO	FFO	FFO	GCO	CAO	FAO	CAO	FXO	FXO	FGO	FXO	FXO	FQO	FQO		G	
H		FDO	FDO	FDO	FDO	FAO	FDO	FDO	FDO	FDO	FAO	FAO	FBO	HCO	FAO	FDO	FDO	FDO	FDO	FXO	FXO	H	
I		FDO	FDO	FDO	FDO	FAO	AAO	FDO	FDO	FDO	FDO	FAO	FAO	FDO	FDO	FDO	FDO	AAO	FAO	FDO	FDO	I	
J		FCO	FCO	FCO	FCO	FCO	FCO	FCO	FCO	FCO	FCO	FCO	FCO	FCO	FCO	FCO	FCO	FCO	FCO	FCO	HFO	J	
K		FCO	FCO	FCO	FCO	FCO	FCO	EYO	FCO	FCO	FCO	FCO	FCO	FCO	FCO	FCO	FCO	FCO	FCO	FCO	FCO	K	
L		JBO	JBO	JBO	JBO	JBO	JBO	JBO	JBO	JBO	JBO	AAO	JJO	JFO	JGO	JGO	JGO	JGO	CAO	JGO	JGO	JGO	L
M		JCO	JCO	JCO	JCO	JCO	FXO	FXO	JCO	JCO	JCO	JCO	JCO	AAO	JYO	JDO	JDO	JDO	CAO	CAO	JDO	M	
N		JNO	JNO	JNO	JNO	JMO	JMO	JMO	JMO	FAO	CAO	CAO	AAO	CAO	JXO	JXO	JXO	JXO	JJO	JZO	JZO	N	
O		FJO	FJO	FJO	FJO	FJO	FJO	FJO	FJO	FMO	FNO	FMO	FMO	FXO	FXO	FXO	FXO	FJO	FJO	FJO	FJO	O	
P		FHO	FHO	FHO	FHO	FHO	FHO	FHO	FHO	FHO	FHO	FHO	FHO	FHO	FHO	FHO	FHO	FHO	FHO	FHO	FHO	P	
Q		FHO	FHO	FHO	FHO	FHO	FHO	FHO	FHO	FHO	FHO	FHO	FHO	FHO	FHO	FHO	FHO	FHO	FHO	FHO	FHO	Q	
R		FHO	FHO	FHO	FHO	FHO	FHO	FHO	FHO	FHO	FHO	FHO	FHO	FHO	FHO	FHO		FXO	FXO	FXO	FXO	R	
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21		

Figure 5-1-2.1. Pak Placement Diagram - CPU

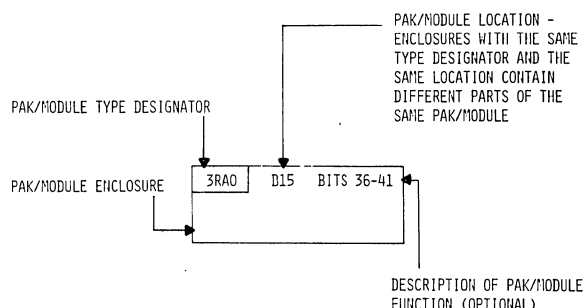
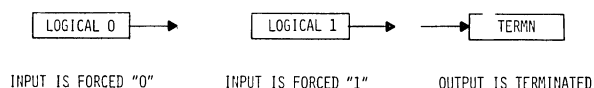
	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	
A																						A
B										FZO	FZO	FZO	FZO	FZO	FZO	FZO		KTO	KTO	KTO	PLG	B
C						FWO	FTO			FZO	FZO	FZO	FXO	CAO	CAO	FZO		KTO	KTO	KTO		C
D	FPO	FPO	FPO	FPO	FXO	FXO	FXO			FZO	FZO	FXO	FZO	AAO	FZO	KCO		KTO	KTO	KTO		D
E	FPO	FPO	FPO	AAO	FXO	GCO	HFO			FZO	FZO	FZO	FZO	FZO	GCO	GCO	AAO	KTO	KTO	KTO		E
F	CAO	JKO	JKO	JKO	CPO	GEO	CAO	GFO	CAO	CAO			HBO		CAO			KCO	KCO	KTO		F
G	CAO	JKO	JKO	JKO	CAO	CAO	GFO	CAO	GFO	GAO	GBD	CAO	GDO	CAO	CAO	FXO	HSO		KRO	KRO		G
H	CAO	CAO	HFO	FXO	FXO	ABO XBO	ABO XBO	ABO XBO	CAO	GZO	HFO	GYO	GWO	CAO	HFO	GUO	GTO	GVO	KTO	GCO	XAO	H
I	FDO	FXO	CAO	GCO	FXO	AAO	GCO	CAO	GHO	GGO	CAO	GJO	GMO	GLO	HFO	GCO	KCO	KTO	KTO	KTO		I
J	HFO	FXO	FXO	FXO	GXO	GXO	GPO	GQO	CAO	CAO	GNO	HAO	FXO	FVO	GCO	CAO	LDO	KTO	KTO	KTO		J
K	HFO	HFO	FXO	FXO	GXO	GXO	GRO	GSO	CAO	CAO	HNO	AAO	HDO/ HPO	GCO	FXO	BZO	EZO	EZO	EZO			K
L	JEO	FXO	FXO	GCO	CAO	HZO	CAO	JTO	JUO	HYO	FXO	JHO	HXO	ADO	CAO	CAO	CAO	CAO	CAO	AAO		L
M	JDO	JDO	GCO	CAO	JLO	JVO	HVO	HWO	JWO	HUO	HTO	CAO	FXO	GCO	CAO	CAO	CAO	KRO	KRO	KRO		M
N	JZO	CAO	CAO	GCO	JQO	JRO	JSO	CAO	JPO	CAO	FXO	GCO	HTO		CAO	CAO	CAO	KCO	KRO	KRO		N
O	FJO	FJO	FJO	AAO				AEO	HQO	GCO			CAO		CAO	CAO	CAO	KRO	KRO	KRO		O
P	FLO	FLO	FLO	FLO	FLO	FLO	FLO	FLO	FLO						CAO	CAO	CAO	FXO	KRO			P
Q	FLO	FLO	FLO	FLO	FLO	FLO	FLO	FLO							CAO	CAO	CAO					Q
R	FLO	FLO	FLO	FLO	FLO	FLO	FLO	FLO										△ MODEL B ONLY △ HEAT SENSING MODULE MODEL B ONLY				R
	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	

Figure 5-1-2.2. Pak Placement Diagram - CPU

SYMBOLS



THESE SYMBOLS DENOTE THE FUNCTION BEING PERFORMED REGARDLESS OF THE TYPE OF GATE BEING USED IN THE LOGIC CIRCUIT. THUS, THE AND FUNCTION IS ENABLED BY COINCIDENT INPUTS AND THE OR FUNCTION IS SATISFIED BY THE PRESENCE OF EITHER INPUT.



REFERENCES

A REFERENCE IS LOCATED AT THE BEGINNING OR END OF ANY LEAD THAT HAS ITS ORIGIN OR DESTINATION ON A PAK/MODULE NOT READILY ACCESSIBLE TO THE LEAD. MOST REFERENCES ARE MADE TO OTHER SHEETS WITHIN THE UNIT OR TO SHEETS IN OTHER UNITS, BUT A REFERENCE MAY BE TO ANOTHER POINT ON THE SAME SHEET. A REFERENCE CONSISTS OF THE FOLLOWING INFORMATION:

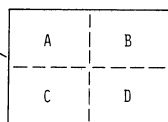
SHEET NUMBER - A SHEET NUMBER CONSISTS OF THE FOLLOWING PARTS:

UNIT ABBREVIATION

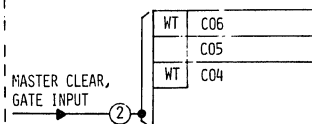
FIGURE NUMBER - FIGURES ARE NUMBERED SEQUENTIALLY: 1.x FOR THE PRIMARY BLOCK DIAGRAM, 2.x FOR THE SECONDARY BLOCK DIAGRAM, AND 3.x FOR THE DETAILED PAK/MODULES DIAGRAM.

DRAWING NUMBER - DRAWINGS ARE NUMBERED SEQUENTIALLY WITHIN THE FIGURE, BEGINNING WITH ZERO.

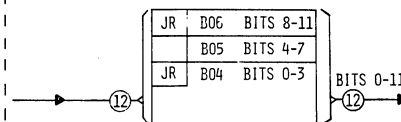
LOCATION - QUADRANT OF REFERENCED SHEET TO FURTHER AID IN LOCATING THE REFERENCED POINT; QUADRANTS ARE IDENTIFIED AS SHOWN.



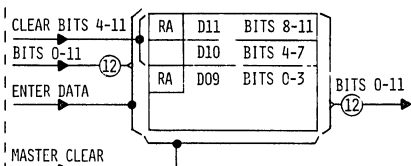
STACKED MODULES I/O CONVENTIONS



A SOLDER-POINT CONNECTION TO A BRACKET DENOTES THAT ALL OF THE BITS OR SIGNALS ON THE LEAD ARE INPUTS TO ALL PAKS/MODULES ADJACENT TO THE BRACKET; I.E., PARALLEL INPUTS



THIS TYPE OF CONNECTION ON AN INPUT BRACKET DENOTES THAT THE BITS OR SIGNALS ON THE LEAD ARE DISTRIBUTED AMONG THE PAKS/MODULES ADJACENT TO THE BRACKET. THE SPECIFIC INPUTS TO EACH PAK/MODULE IN THE STACK ARE IDENTIFIED WITHIN THE PAK/MODULE. THIS TYPE OF CONNECTION ON AN OUTPUT BRACKET DENOTES THAT ALL THE OUTPUTS FROM THE INCLUDED PAKS/MODULES MERGE INTO ONE LEAD. THE MERGING BITS OR SIGNALS ARE IDENTIFIED BY THE SIGNAL NAME ON THE LEAD.



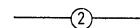
ANY NUMBER OF CONNECTIONS OF EITHER TYPE MAY BE MADE TO THE SAME BRACKET. BRACKETS ARE NESTED WHEN CONNECTIONS TO ALL PAKS/MODULES IN THE STACK ARE NOT IDENTICAL.

BRACKETS ALONG TOP OR BOTTOM OF STACK ARE EQUIVALENT TO BRACKETS ADJACENT TO ALL PAKS/MODULES IN STACK.

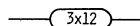
INDIVIDUAL INPUTS OR OUTPUTS (NOT BRACKETED) MAY ENTER OR LEAVE INDIVIDUAL PAKS/MODULES IN STACK THROUGH BRACKET.

SIGNAL BUNDLING CONVENTIONS

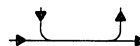
SIGNALS MAY BE COMBINED IN "HIGHWAYS"; THE NUMBER OF UNIQUE SIGNALS (NOT WIRES) IN THE "HIGHWAY" IS SHOWN IN A BALLOON:



MULTIPLE SETS OF SIGNALS IN A "HIGHWAY" ARE SHOWN IN AN OBLONG; E.G., 3 SETS OF 12:



ENTRY OR EXIT OF A SIGNAL TO/FROM A HIGHWAY IS SHOWN WITH:



DISTRIBUTION (TAPPING) OF A SIGNAL FROM A HIGHWAY IS SHOWN WITH:



Figure 5-1-3. Key to Block Diagram Symbols

SECTION 5

THEORY AND DIAGRAMS

Part 2: Theory and Block Diagrams

PRIMARY BLOCK DIAGRAM (CPU 1.0)

INPUT REGISTER

The CR9 register receives all input data in the form of instructions or operands.

INSTRUCTION CONTROL REGISTERS

The U1, RNI, U2 and U3 registers form the portion of the processor that handles instructions. All instructions from CM are sent to CR9. From CR9, they continue to U1 where they are disassembled. From U1, instructions are sent to the RNI register, or via U2 to the U3 register. At U3, instructions are decoded and the appropriate control sequences are enabled to execute the instruction.

OPERATING AND CONTROL REGISTERS

The control registers include:

Program Address register	(P)
Reference Address register	(RA)
Monitor Address register	(MA)
Field Length register	(FL)
Reference Address for ECS register	(RAE)
Field Length for ECS register	(FLE)
Source Field Address register for compare/move	(K1)
Destination Field Address register for compare/move	(K2)
Exit Mode register	(EM)

These registers are used in conjunction with instruction controls during the execution of instructions.

The operating registers hold operands used during the execution of instructions. There are 24 operating registers divided into three groups of eight registers each: the address registers (A), the index registers (B), and the operand registers (X).

LARGE ARITHMETIC SECTION

The large arithmetic section consists of:

- 108-bit D adder
- 114-bit C register
- 108-bit D register
- Input selectors to the D register I14 and I4
- Input selectors to the C register I1, I15 and I5
- Shift network
- High/low select circuit
- Normalize network
- Input selectors to the iteration and shift counter I19 and I9
- SK shift and iteration counter.

The large arithmetic section is used during the execution of instructions using 60-bit operands. It includes all multiply, divide, logical, add, shift, compare/move, and ECS instructions.

SMALL ARITHMETIC SECTION

The small arithmetic section consists of:

- 18-bit F adder
- 18-bit E and F registers
- Input selectors to the F register I0, I3 and I2
- Input selectors to the E register I0, I3
- Address range test
- F register test circuits.

The small arithmetic section handles instructions using 18-bit operands; these include increment and jump instructions. This section also handles exponent manipulation for floating point instructions and compare/move address calculations.

COMPARE/MOVE DATA SECTION

The compare/move data section consists of:

- H, R, Q, S and T registers
- Unequal character position register (CP)
- Word comparison circuits
- Character comparison circuits
- Collate character comparison circuits
- TS, TQ and WP registers

COMPARE/MOVE CONTROL SECTION

The compare/move control section consists of:

- C1 and C2 offset registers
- 4-bit C adder
- Shift count register (SCR)
- Character select (CSR) and partial write (PW) registers
- Field length registers LA, LC, LAC1 and LAC2
- L adder and LE and LF feeder registers.

OUTPUT SECTION

The processor output section consists of the hold register (HR), ECS output register, P output register and F output register. Data and control signals are sent from the output section to CMC, PPS and the ECS coupler.

DETAILED PAK DIAGRAM (CPU 3.0)
INPUT DATA AND CONTROL REGISTERS

The CR9 and input control registers located on the KR modules are the data input and control signal catching registers for the CPU.

CR9 REGISTER

The CR9 register receives 60-bit input operands or instructions from CMC. Parity for each 60-bit word is checked on the KC module with the input parity bit IDTPAR. Should an input parity error be detected, INPARE sets the input parity error FF during the accept sequence.

CONTROL REGISTERS

The input control registers receive control signals and parity information from CMC, PPS and the ECS Coupler. The control signals received are defined as follows:

REQEXJ	<u>Request Exchange</u> : CMC requests the start of an exchange jump sequence.
IDTPAR	<u>Input Data Parity</u> : Data parity for 60 data bits sent to CR9.
DOUBLE	<u>Double Data Error</u> : Double data error detected by SECCED.
DATRDY	<u>Data Ready</u> : CMC sends data ready 50 ns ahead of output data.
ACCEPT	<u>Accept</u> : CMC sends accept when a request for CM access has been accepted and a memory cycle is initiated.
PARERR	<u>Parity Error</u> : A parity error detected in the input data or address information. This signal is sent from CMC at the same time as accept; however, a memory reference is inhibited.

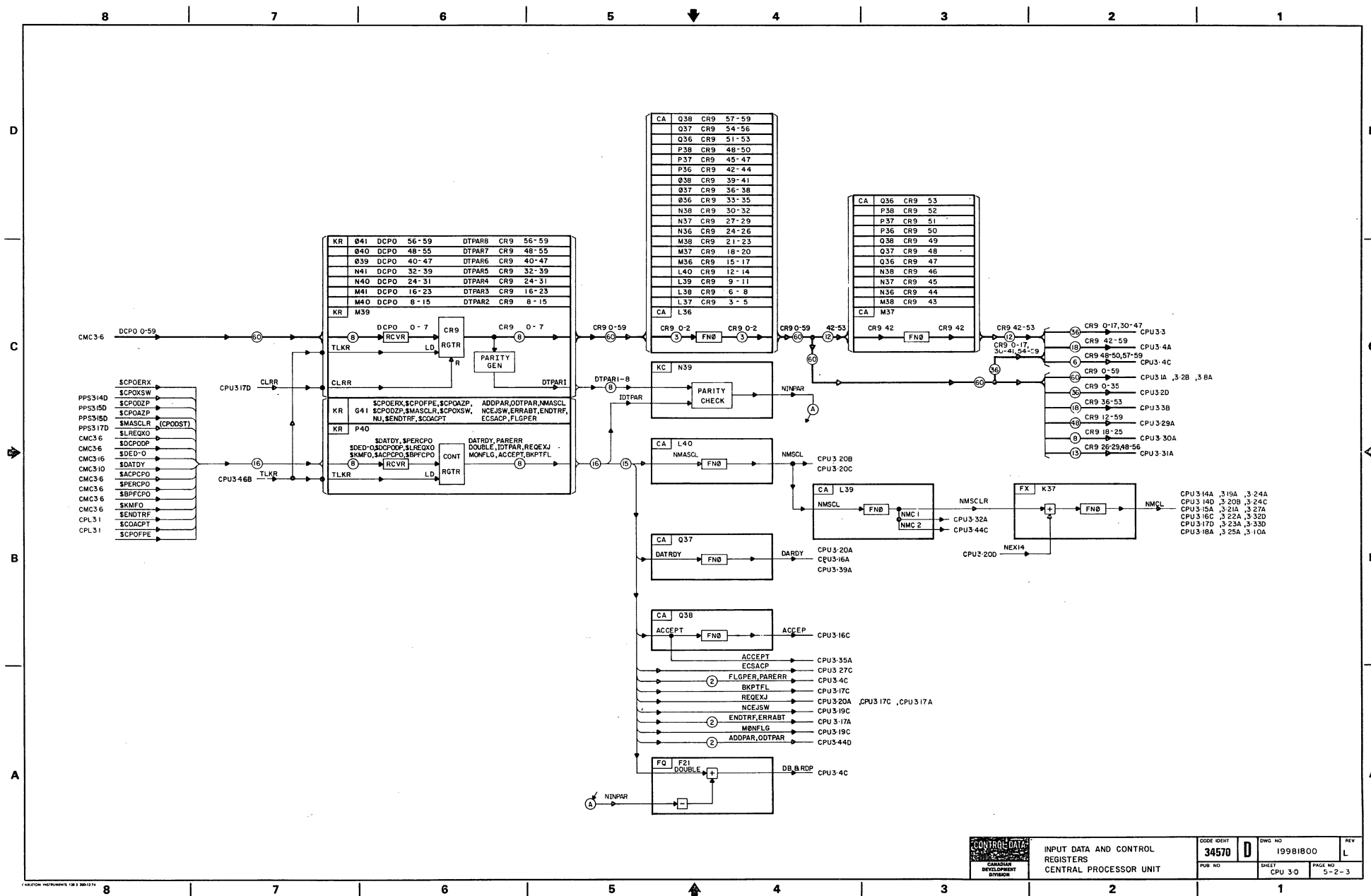
BKPTFL	<u>Breakpoint Flag</u> : CMC sends the breakpoint flag when a breakpoint condition is met during a CPU to CM access.
MONFLG	<u>Monitor Flag</u> : This signal from CMC indicates the state of the monitor flag FF.
NCEJSW	<u>MEJ/CEJ Switch</u> : This signal from the PPS indicates whether the MEJ/CEJ switch from the dead start panel is in the ENABLE or DISABLE position.
NMASCL	<u>Processor Master Clear</u>
ENDTRF	<u>ECS End Transfer</u> : ECS coupler sends end transfer when an ECS transfer is completed normally.
ERRABT	<u>ECS Error Abort End Transfer</u> : ECS coupler sends error abort when an error condition has been detected.
ADDPAR	<u>Zero Address Parity</u> : This signal causes the parity bit, on addresses transmitted to the CMC, to be a constant zero.
OUTPAR	<u>Zero Data Parity</u> : This signal causes the parity bit, on data transmitted to the CMC, to be a constant zero.
FLGPER	<u>Flag Register Operator Parity Error</u> : Indicates detection by the CMC of a parity error on an ECS instruction affecting the flag register.
ECSACP	<u>ECS Accept</u> : Indicates readiness of the ECS coupler to process the ECS starting parameters from the CPU.

TABLE 5-2-1. CPU 3.0 KEY TEST POINTS

BIT NO	(CR9) KR			CA			CA		
	PAK LOC	IN	OUT	PAK LOC	IN	OUT	PAK LOC	IN	OUT
	1	DCP	CR9		CR9	CR9		CR9	CR9
00	M39	03	01	L36	08	10,11			
01	M39	02		L36	03	2,1			
02	M39	05		L36	06	4			
03	M39	06		L37	08	10,11			
04	M39	13		L37	03	2,1			
05	M39	12	14	L37	06	4			
06	M39	09	10	L38	08	10,11			
07	M39	08	11	L38	03	2,1			
08	M40	03	01	L38	06	4			
09	M40	02		L39	08	10,11			
10	M40	05		L39	03	2,1			
11	M40	06		L39	06	4			
12	M40	13		L40	08	10,11			
13	M40	12	14	L40	03	2,1			
14	M40	09	10	L40	06	4			
15	M40	08	11	M36	08	10,11			
16	M41	03	01	M36	03	2,1			
17	M41	02		M36	06	4			
18	M41	05		M37	08	10,11			
19	M41	06		M37	03	2,1			
20	M41	13		06	4				
21	M41	12	14	M38	08	10,11			
22	M41	09	10	M38	03	2,1			
23	M41	08	11	M38	06	4			
24	N40	03	01	N36	08	10,11			
25	N40	02		N36	03	2,1			
26	N40	05		N36	06	4			
27	N40	06		N37	08	10,11			
28	N40	13		N37	03	2,1			
29	N40	12	14	N37	06	4			
30	N40	09	10	N38	08	10,11			

BIT NO	(CR9) KR			CA			CA		
	PAK LOC	IN	OUT	PAK LOC	IN	OUT	PAK LOC	IN	OUT
	1	DCP	CR9		CR9	CR9		CR9	CR9
31	N40	08	11	N38	03	2,1			
32	N41	03	01	N38	06	4			
33	N41	02		O36	08	10,11			
34	N41	05		O36	03	2,1			
35	N41	06		O36	06	4			
36	N41	13		O37	08	10,11			
37	N41	12	14	O37	03	2,1			
38	N41	09	10	O37	06	4			
39	N41	08	11	O38	08	10,11			
40	O39	03	01	O38	03	2,1			
41	O39	02		O38	06	4			
42	O39	05		P36	08	10,11	M37	13	14
43	O39	06		P36	03	2,1	M38	13	14
44	O39	13		P36	06	4	N36	13	14
45	O39	12	14	P37	08	10,11	N37	13	14
46	O39	09	10	P37	03	2,1	N38	13	14
47	O39	08	11	P37	06	4	Q36	13	14
48	O40	03	01	P38	08	10,11	Q37	13	14
49	O40	02		P38	03	2,1	Q38	13	14
50	O40	05		P38	06	4	P36	13	14
51	O40	06		Q36	08	10,11	P37	13	14
52	O40	13		Q36	03	2,1	P38	13	14
53	O40	12	14	Q36	06	4	Q36	13	14
54	O40	09	10	Q37	08	10,11			
55	O40	08	11	Q37	03	2,1			
56	O41	03	01	Q37	06	4			
57	O41	02		Q38	08	10,11			
58	O41	05		Q38	03	2,1			
59	O41	06		Q38	06	4			

KR (CONTROL REGISTER)									
SIGNAL	T.P.	PAK LOC	SIGNAL	T.P.	SIGNAL	T.P.	PAK LOC	SIGNAL	T.P.
DATDY	03	P40	DATRDY	01	DED-O	08	P40		
ACPCPO	02	P40	REQEXJ	14	ENDTRF	03	G41	ENDTRF	01
PERCPO	05	P40	IDTPAR	10	COACPT	05	G41	NMASCL	14
BPFCPO	06	P40	DOUBLE	11	CPOXSW	13	G41	ODTPAR	10
KMFO	13	P40			MASCLR	12	G41	ADDPAR	11
LREQXO	12	P40			CPODZP	09	G41		
DCPODP	09	P40			CPOAZP	08	G41		



DETAILED PAK DIAGRAM (CPU 3.1)
U1, U2, RNI HOLD, U3, CONSTANT GENERATOR

The U1 register, RNI hold register, U2 selector and U3 register are contained on the FU module.

U1, RNI hold and U2 disassemble each 60-bit memory word into four 15-bit parcels. These parcels are then translated sequentially to determine the instruction format of the memory word.

U1 holds the 60-bit memory word from CR9 during RNI initial start or full RNI operations. Parcels 0 and 1 from U1 are gated sequentially through U2 to U3, and parcels 2 and 3 are stored in the RNI hold register during execution of a full RNI for the next four parcels from memory.

The output of U2 is sent to U3 for instruction translation. If during translation, parcel 0 in U3 is found to be part of a 30-bit instruction, parcel 1 will be gated into I3 directly from U2. This forms the K portion (K bits 0 - 14) of the instruction.

The U3 register feeds the function decode logic contained on the FK module, and provides instruction designator fanouts for the f, m, i, j and k bits of the instruction word.

An RNI exit to common time advances the parcel counter which gates the next parcel into U2. The next parcel RNI gates U2 to U3, translating the next instruction.

CONSTANT GENERATOR

The constant generator circuit located on the FV module generates constant values required by the FAD and FMD sequences. The constant generator is capable of generating constant values of 1, 57_8 and 60_8 . The constant value is sent via I39 to I3.

TABLE 5-2-2. CPU 3.1 KEY TEST POINTS

BIT NO	FU				CA		
	PAK LOC	U1 OUT	RNI OUT	K OUT	PAK LOC	IN U3	OUT IA/NM/M
00	B13	12	13	14			
01	B13	11	04	02			
02	B14	12	13	14			
03	B14	11	04	02			
04	B15	12	13	14			
05	B15	11	04	02			
06	B16	12	13	14	C19	08	10, 11
07	B16	11	04	02	C19	03	02, 01
08	C13	12	13	14	C19	06	04
09	C13	11	04	02	C20/B18	08	10, 11
10	C14	12	13	14	C20/B18	03	02, 01
11	C14	11	04	02	C20/B18	06	04
12	C15	12	13	14			
13	C15	11	04	02			
14	C16	12	13	14			
15	B13	07	09				
16	B13	06	01				
17	B14	07	09				
18	B14	06	01				
19	B15	07	09				
20	B15	06	01				
21	B16	07	09				
22	B16	06	01				
23	C13	07	09				
24	C13	06	01				
25	C14	07	09				
26	C14	06	01				
27	C15	07	09				
28	C15	06	01				
29	C16	07	09				
30	B13	10					
31	B13	03					
32	B14	10					
33	B14	03					
34	B15	10					
35	B15	03					
36	B16	10					
37	B16	03					
38	C13	10					
39	C13	03					
40	C14	10					
41	C14	03					
42	C15	10					
43	C15	03					
44	C16	10					
45	B13	08					
46	B13	05					
47	B14	08					
48	B14	05					
49	B15	08					
50	B15	05					
51	B16	08					
52	B16	05					
53	C13	08					
54	C13	05					
55	C14	08					
56	C14	05					
57	C15	08					
58	C15	05					
59	C16	08					

8

7

6

5

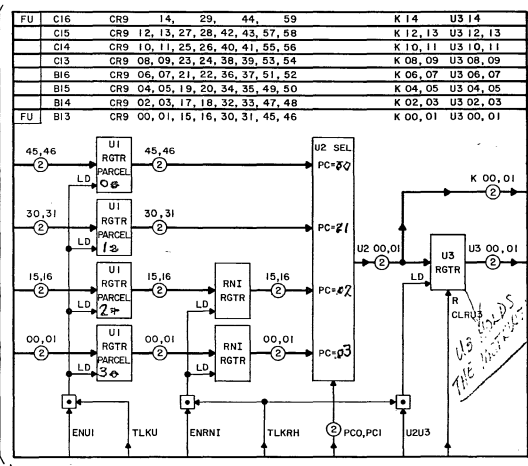
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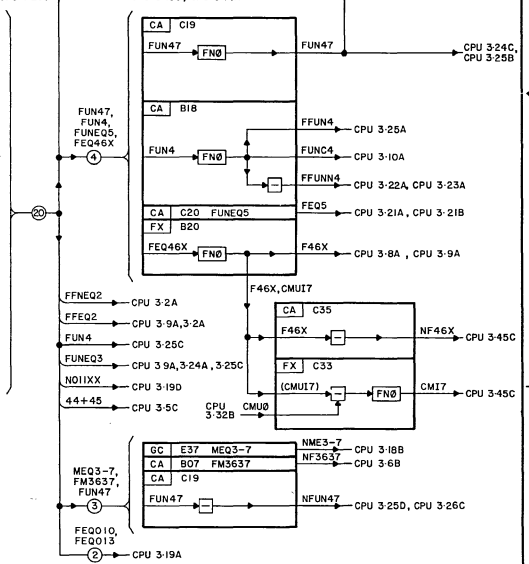
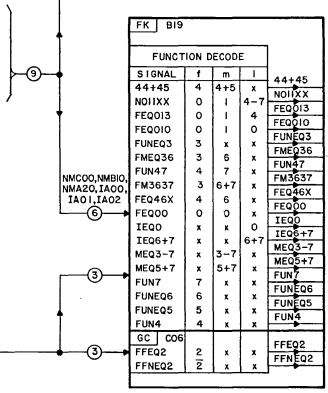
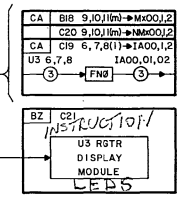
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1

BIT 29 OF RNI REG
IS ON C16



U3 0-14
U3 6-11
U3 0-14
U3 0-2
U3 0-8
U3 6-8, 12-14
U3 0-5
U3 3-11
U3 12-14
U3 3-5



CONTROL DATA	UI, RNI, U2, U3 REGISTERS		CODE IDENT.	19981900	REV	K
	FUNCTION DECODE		34570			
CANADIAN DEVELOPMENT DIVISION		PUB. NO.	SHEET	CPU 3-1	PAGE NO.	5-2-5

DETAILED PAK DIAGRAM (CPU 3.2)

X, A, B REGISTERS

X REGISTERS

The X registers provide buffering between memory and the execution hardware. All 60-bit operands needed for instruction execution are obtained from the X registers, and all 60-bit results are returned to the X registers.

A REGISTERS

The A registers provide means for moving data between memory and the X registers, and comprise eight 18-bit address registers (A0 - A7). An address placed in an address register (A1 - A5) causes an immediate central memory reference to that address, and loads the operand from memory in the corresponding X register (X1 - X5). Placing an address in one of the two remaining address registers (A6 - A7) stores the word from the corresponding X6 or X7 register in the central memory address specified by A6 or A7.

The A0 register operates independently of X0 in that a change to the contents of A0 does not initiate a central memory reference.

B REGISTERS

The B registers consist of eight 18-bit indexing registers that have no connection to central memory. The B registers are manipulated by increment, pack and unpack instructions and can be used for control of program branching. B0 is maintained as a constant zero index.

X, A, B LOGIC LAYOUT

The X, A and B registers are contained on the FR modules. Each module consists of 4 ~~RAM~~ memory chips providing 16x4 bits of register storage. Only 8x4 bits are used on each module.

C, A and B register input selection is provided on each FR module. The X registers can receive input data from CR9 during exchange jump operations, or from the high/low C register select circuit. The A and B registers can receive input data from CR9 during exchange jump operations, or from the F register. The TLK (write) strobe is used to load the register, preventing a continuous read of the selected register.

X, A, B SELECTION

To read or write the contents of any one of the eight X, A or B registers, a 3-bit address is generated from the GK module. The GK module allows selection of the i, j or k portions of the instruction in U3 to be used for register addressing. For exchange jump operations, the GK module provides a sequence decode circuit to generate the required register addresses.

TABLE 5-2-3. CPU 3.2 KEY TEST POINTS

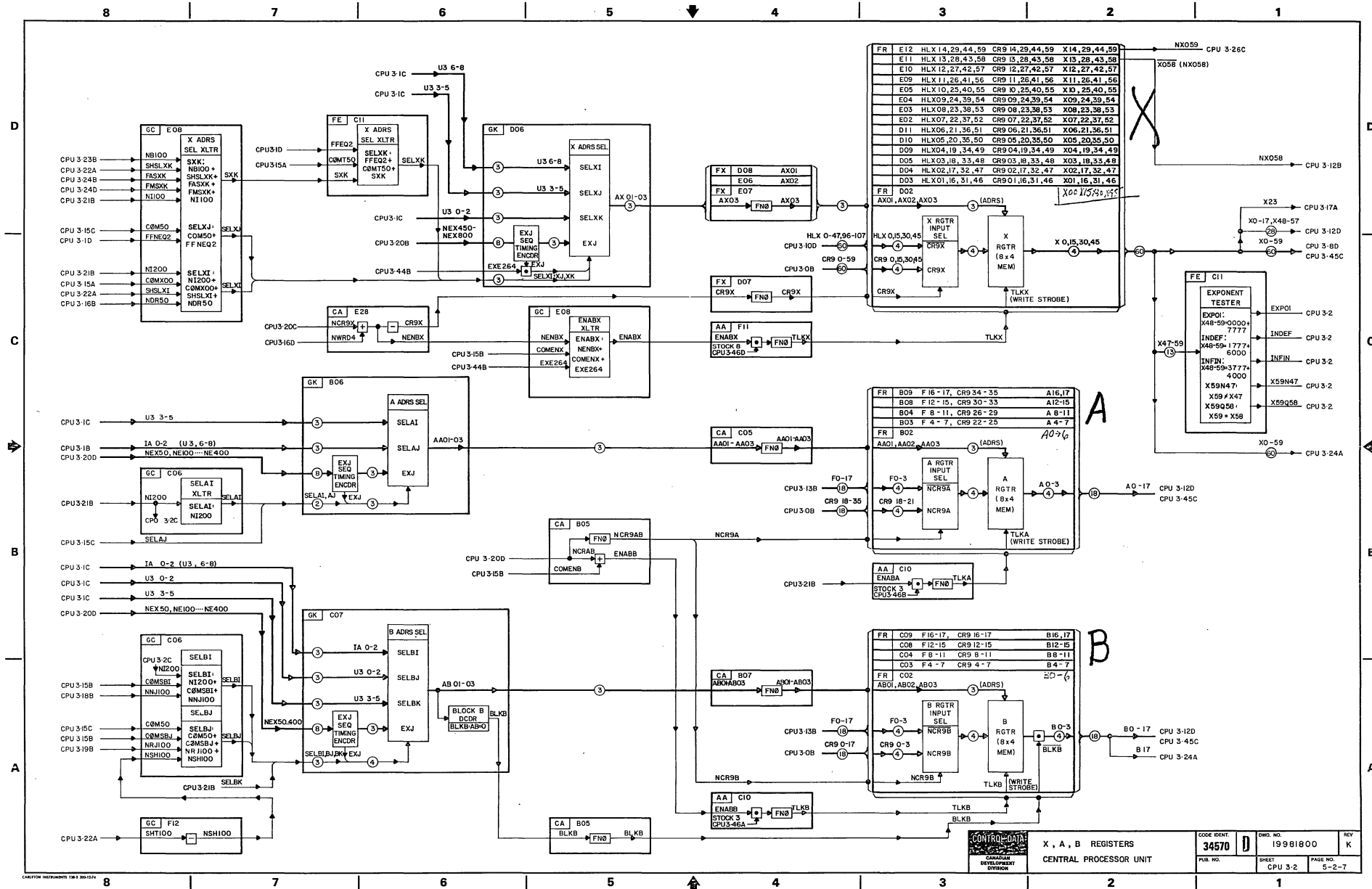
BIT NO	GK		FX			FR (X REGISTER)		
	PAK LOC	OUTPUT AX	PAK LOC	INPUT AX	OUTPUT AX	PAK LOC	X REG IN	X OUT
00	-	-	-	-	-	D02	01	05
01	D06	04	D08	01	10,11	D03	01	05
02	D06	03	E06	01	10,11	D04	01	05
03	D06	02	E07	01	10,11	D05	01	05
04						D09	01	05
05						D10	01	05
06						D11	01	05
07						E02	01	05
08						E03	01	05
09						E04	01	05
10						E05	01	05
11						E09	01	05
12						E10	01	05
13						E11	01	05
14						E12	01	05
15						D02	10	13
16						D03	10	13
17						D04	10	13
18						D05	10	13
19						D09	10	13
20						D10	10	13
21						D11	10	13
22						E02	10	13
23						E03	10	13
24						E04	10	13
25						E05	10	13
26						E09	10	13
27						E10	10	13
28						E11	10	13
29						E12	08	07

BIT NO	GK		FX			FR (X REGISTER)		
	PAK LOC	OUTPUT AX	PAK LOC	INPUT AX	OUTPUT AX	PAK LOC	X REG IN	X OUT
30						D02	08	07
31						D03	08	07
32						D04	08	07
33						D05	08	07
34						D09	08	07
35						D10	08	07
36						D11	08	07
37						E02	08	07
38						E03	08	07
39						E04	08	07
40						E05	08	07
41						E09	08	07
42						E10	08	07
43						E11	08	07
44						E12	08	07
45						D02	03	06
46						D03	03	06
47						D04	03	06
48						D05	03	06
49						D09	03	06
50						D10	03	06
51						D11	03	06
52						E02	03	06
53						E03	03	06
54						E04	03	06
55						E05	03	06
56						E09	03	06
57						E10	03	06
58						E11	03	06
59						E12	03	06

TABLE 5-2-3. CPU 3.2 KEY TEST POINTS (cont.)

BIT NO	GK		CA			FR		
	PAK LOC	\overline{AA}	PAK LOC	AA IN	\overline{AA} OUT	PAK LOC	A(REG) IN	A OUT
00						B02	03	06
01	D06	04	C05	08	10/11	B02	01	05
02	D06	03	C05	03	01/02	B02	10	13
03	D06	02	C05	06	04	B02	08	07
04						B03	03	06
05						B03	01	05
06						B03	10	13
07						B03	08	07
08						B04	03	06
09						B04	01	05
10						B04	10	13
11						B04	08	07
12						B08	03	06
13						B08	01	05
14						B08	10	13
15						B08	08	07
16						B09	03	06
17						B09	01	05

BIT NO	GK		CA			FR		
	PAK LOC	\overline{AB}	PAK LOC	AB	AB	PAK LOC	B(REG) IN	B OUT
00						C02	03	06
01	C07	04	B07	08	10/11	C02	01	05
02	C07	03	B07	03	01/02	C02	10	13
03	C07	02	B07	06	04	C02	08	07
04						C03	03	06
05						C03	01	05
06						C03	10	13
07						C03	08	07
08						C04	03	06
09						C04	01	05
10						C04	10	13
11						C04	08	07
12						C08	03	06
13						C08	01	05
14						C08	10	13
15						C08	08	07
16						C09	03	06
17						C09	01	05



DETAILED PAK DIAGRAM (CPU 3.3 & 3.4)

P, RA, MA, FL, RAE, FLE, EM/EE;
K1, K2 REGISTERS;
I0, I1, I49 SELECTORS

P REGISTER (PROGRAM ADDRESS REGISTER)

The P register is an 18-bit register that contains the program address of a 60-bit instruction word currently being executed. The initial contents of P are provided by the exchange jump package and incremented by +1 for each program step. The contents of P are modified by the addition of RA (P + RA) to determine the central memory location for each instruction word.

RA REGISTER (REFERENCE ADDRESS REGISTER)

The RA register contains a predetermined reference CM starting address for the current program in progress. RA is added to the address before each CM read or write reference, thus allowing multiprogramming and relocation of programs in central memory.

MA REGISTER (MONITOR ADDRESS REGISTER)

The MA register contains the absolute starting address of an exchange package that is used when executing a central exchange jump instruction, or when honoring a MAN exchange request from PPS if the monitor flag (MF) is clear.

FL REGISTER (FIELD LENGTH REGISTER)

The FL register is used to define the program field size. Before RA is added to an address for central memory, the address in the F register is checked against FL to determine if the upper limit of the program has been exceeded.

RAE REGISTER (REFERENCE ADDRESS ECS REGISTER)

The RAE register contains a 21-bit relative starting address for ECS. The lower 6 bits of RAE are always zero.

FLE REGISTER (FIELD LENGTH ECS REGISTER)

The 24-bit FLE register is used to define the program field size for ECS. The lower 6 bits of FLE are always zero.

The RAE and FLE registers serve the same purpose for ECS as do RA and FL for CM.

EM/EE REGISTERS (EXIT MODE, ERROR EXIT REGISTERS)

The EM register contains the exit mode selections for a program in operation. The exit mode bits control CPU action if the corresponding error is detected. Six exit mode bits are provided as follows:

<u>Mode Selection Bit</u>	<u>Condition Sensed</u>
48	Address out of range
49	Operand out of range
50	Indefinite operand
57	Parity error in ECS flag register operation
58	CMC input error
59	CM data error

The EE register is set by the actual error conditions sensed by the CPU or sent to the CPU from CMC. The error condition signals which set the respective EE bits are as follows:

<u>Error Exit Bit</u>	<u>Condition</u>
AORI - 48	Address out of range
INFOPR - 49	Operand out of range (infinite operand)
INDF - 50	Indefinite operand
FLGPAR - 57	Parity error in ECS flag register operation
PARERR - 58	CMC input error
DB+RDP - 59	CM data error

K1 REGISTER (SOURCE FIELD CM ADDRESS REGISTER)

The K1 register is used exclusively by compare/move instructions to specify the source field CM address.

K2 REGISTER (RESULT FIELD CM ADDRESS REGISTER)

The K2 register is used exclusively by compare/move instructions to specify the result or source field CM address.

P, RA, MA, FL LOGIC LAYOUT

The P, RA, MA and FL registers are contained on the FP modules. The CR9 register output provides an input path to P, RA, MA and FL during an exchange jump. A second input is provided to the P register from the F register. This path is used to store the updated contents of P back into the P register during a full RNI or branch, and to feed the address range test circuit also located on the FP module.

I0 SELECTOR

The I0 selector circuit provides input selection of the P, RA, MA, FL, K1 and K2 registers. The I0 selection code determines which of the six registers will be selected through I0. The I0 output feeds the data transmitters for storing P, RA, MA and FL during an exchange jump and provides an input path via I3 to the small adder.

RAE, FLE LOGIC LAYOUT

The RAE and FLE registers are contained on the FQ module. The CR9 register output provides an input path to RAE and FLE during an exchange jump.

I1 SELECTOR

The I1 selector circuit provides output selection of the RAE and FLE registers. The I1 output feeds the data transmitters for storing RAE and FLE during an exchange jump, and provides an input path via I15 and I5 to the large adder.

K1, K2 LOGIC LAYOUT

The K1 and K2 registers are contained on the JK module. The CR9 register output provides an input path to K1 and K2 via I49. CR9 is normally selected through I49 to gate the K1 and K2 portions of an instruction word into their respective registers. The second input path to K1 and K2 provides gating the updated K1 or K2 values from the F register back into the K1 or K2 registers during the address sequencing for a compare/move instruction.

EM, EE LOGIC LAYOUT

The EM and EE registers are contained on the FW module. The CR9 register output provides an input path to the EM register during an exchange jump. Inputs to the EE register consist of 3 error signals (AORI, INFOPR, INDF) generated within the CPU, and 3 error signals (DB+RDP, PARERR, FLGPAR) sent from the CMC.

The EM/EE registers feed the selector and error condition sense circuits. The selector circuit allows selection of the EM register to the data transmitters during an exchange jump, or of the EE register during an error exit sequence. The condition sense circuit compares each bit stored in the EE register with the exit mode bits in the EM register. When an error condition sets the respective EE register bit, and the exit mode bit in the EM register is also set, the ECONDS signal is generated to enable the return jump error exit sequence.

TABLE 5-2-4. CPU 3.3 KEY TEST POINTS

FP (P, RA, MA, FL REGISTERS)								JK (K REGISTER)		
BIT NO	PAK LOC	F (IN)	P (IN)	RA (OUT)	MA (OUT)	FL (OUT)	IO (OUT)	BIT NO	PAK LOC	F (IN)
00	D21	08	14	05	06	10	01	00	F23	11
01	D21	09	13	04	07	12	02	01	F23	06
02	D22	08	14	05	06	10	01	02	F23	07
03	D22	09	13	04	07	12	02	03	F24	11
04	D23	08	14	05	06	10	01	04	F24	06
05	D23	09	13	04	07	12	02	05	F24	07
06	D24	08	14	05	06	10	01	06	F25	11
07	D24	09	13	04	07	12	02	07	F25	06
08	D25	08	14	05	06	10	01	08	F25	07
09	D25	09	13	04	07	12	02	09	G23	11
10	E21	08	14	05	06	10	01	10	G23	06
11	E21	09	13	04	07	12	02	11	G23	07
12	E22	08	14	05	06	10	01	12	G24	11
13	E22	09	13	04	07	12	02	13	G24	06
14	E23	08	14	05	06	10	01	14	G24	07
15	E23	09	13	04	07	12	02	15	G25	11
16	E24	08	14	05	06	10	01	16	G25	06
17	E24	09	13	04	07	12	02	17	G25	07

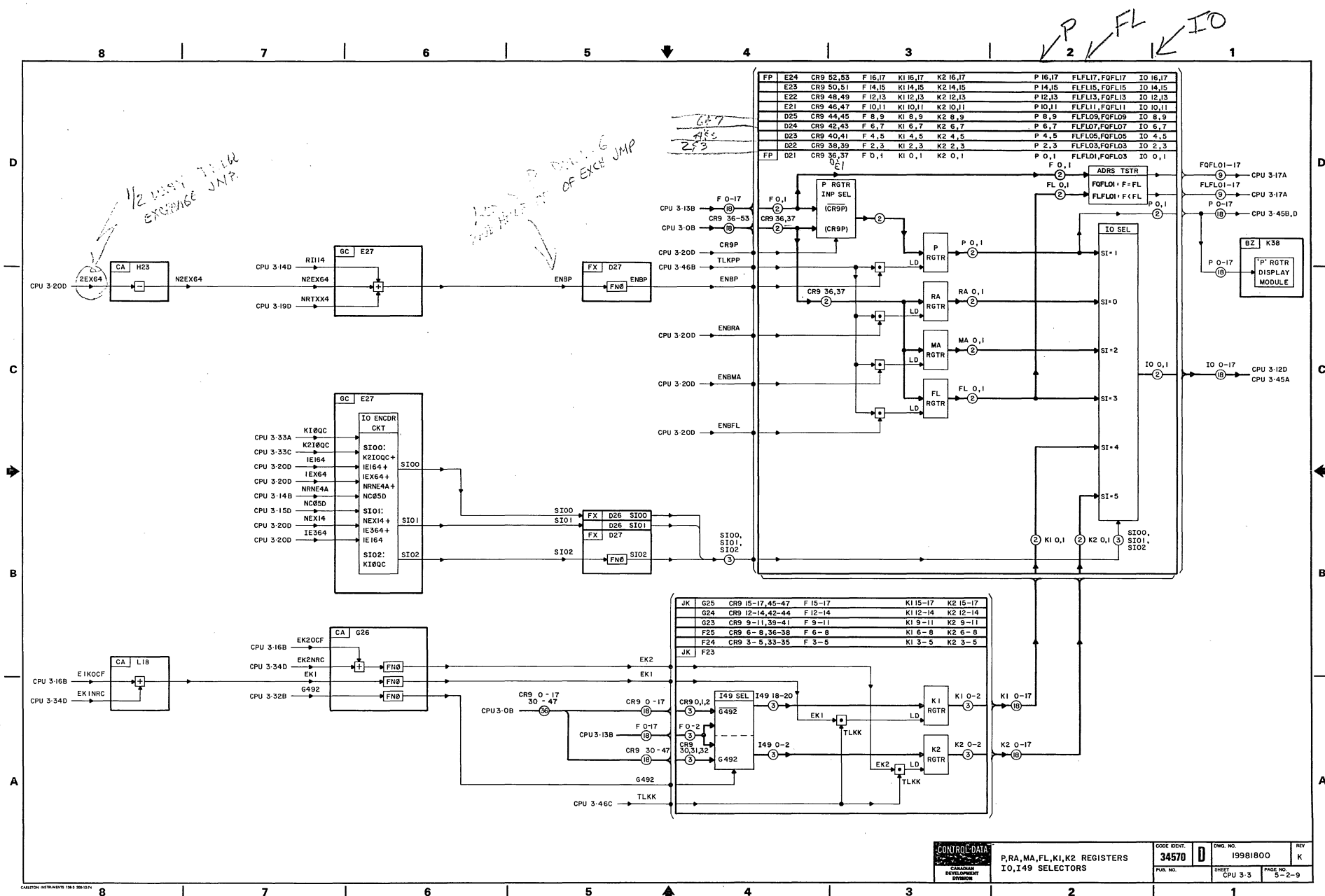
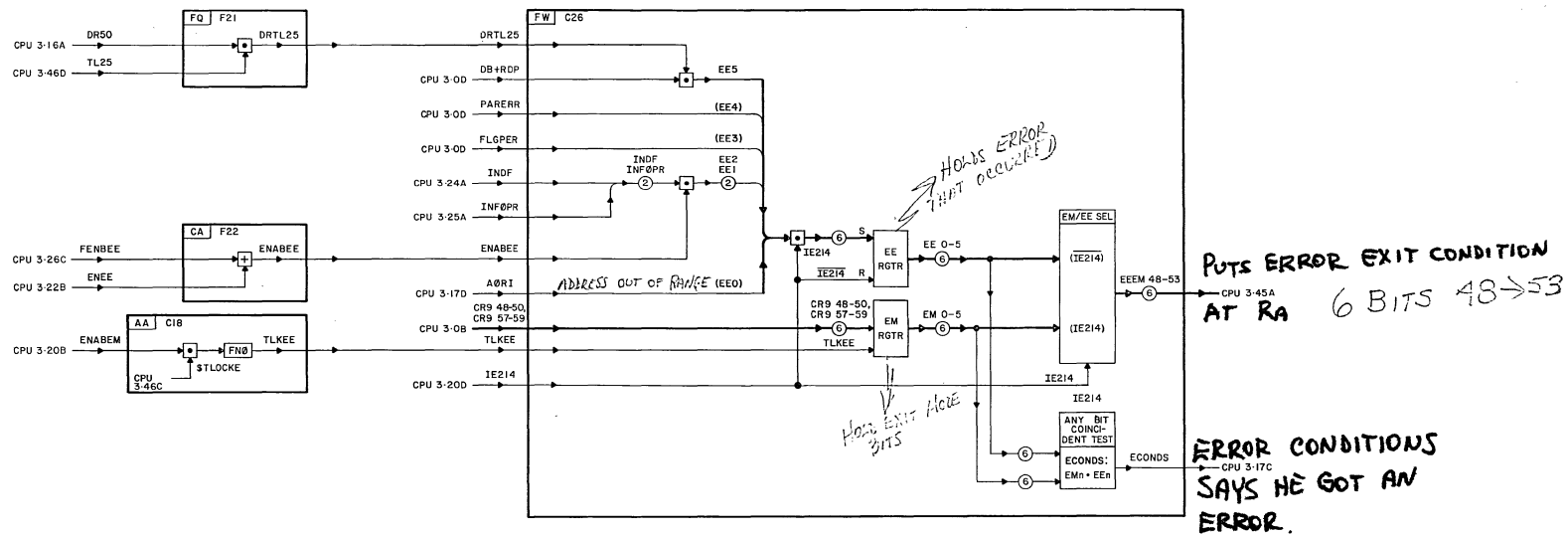
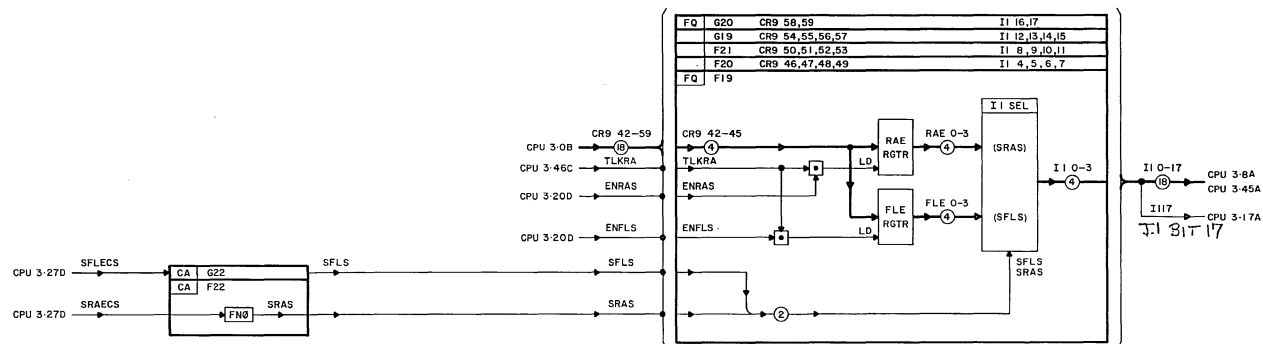


TABLE 5-2-5. CPU 3.4 KEY TEST POINTS

BIT NO IN	FQ (RAE, FLE REGISTERS)					BIT NO	FW		
	PAK LOC	CR9 (IN)	RAE OUT	FLE OUT	BIT NO OUT		PAK LOC	CR9 (IN)	EE (OUT)
42	F19	-	04	02	00	48	C26	14	05
43	F19	-	05	01	01	49	C26	12	06
44	F19	14	08	11	02	50	C26	11	07
45	F19	13	09	10	03	51	C26	-	10
46	F20	-	04	02	04	52	C26	-	09
47	F20	-	05	01	05	53	C26	-	08
48	F20	14	08	11	06	54	-	-	-
49	F20	13	09	10	07	55	-	-	-
50	F21	-	04	02	08	56	-	-	-
51	F21	-	05	01	09	57	C26	01	-
52	F21	14	08	11	10	58	C26	03	-
53	F21	13	09	10	11	59	C26	04	-
54	G19	-	04	02	12				
55	G19	-	05	01	13				
56	G19	14	08	11	14				
57	G20	14	08	11	15				
58	G20	-	04	02	16				
59	G20	-	05	01	17				



DETAILED PAK DIAGRAM (CPU 3.5)
D REGISTER, D ADDER, I14, I4

D REGISTER

The D register and C register together serve as input feeders to the D adder. The D register also functions as the output register for results from the D adder. I4 provides a 108-bit input to the D register from selector I14.

I14 SELECTOR

The I14 selector provides 108-bit selection of data from the D register or D adder to the I4 selector. I14S controls selection of the D register output through I14 to I4. The absence of I14S allows the D adder output to be gated through I14 to I4. The generation of I14S is controlled by FDI14 from the FAD/FMD sequence controls (CPU 3.26). FDI14 at HC module H14 generates I14S if CRY107 or 44 + 45.

I4 SELECTOR

The I4 selector provides 108-bit selection of data from I14 to the D register. Signals I40 and I41 control selection through I4. Four transfers are possible:

1. I14 → I4 (No shift)
2. I14 → I4 (Right shift one)
3. I14 → I4 (Left shift one)
4. 0's → I4

The right and left shift capabilities are internal to I4. The right shift is end off, no sign extension; the left shift is not end around. The generation of I40 and I41 is controlled by the FAD/FMD sequence controls (CPU 3.26). I40 and I41 are also generated every common time 64 to gate 0's to the D register.

D ADDER

The D adder consists of a high speed arithmetic logic unit (ALU) capable of performing both arithmetic and logical functions. Arithmetic logic operations are selected by the DAS 0-3, DA-M signals. Group carry propagate (PG0003 - PG4107) and carry generate (GG0003 - GG4107) signals from the D-ALU are sent to the large adder first stage carry look-ahead control (CPU 3.6). The first stage carry look-ahead (FA modules H06, H11, H15, I06, I12, I13, I19) provides internal carry signals (CN0003 - CN4107) back to the D-ALU.

In its normal operation, the D adder performs a ones complement full add operation for: Boolean instructions (CPU 3.23), ECS instructions (CPU 3.27), integer sum/difference instructions and floating point instructions controlled by the FAD/FMD sequences (CPU 3.24, 3.25, 3.26).

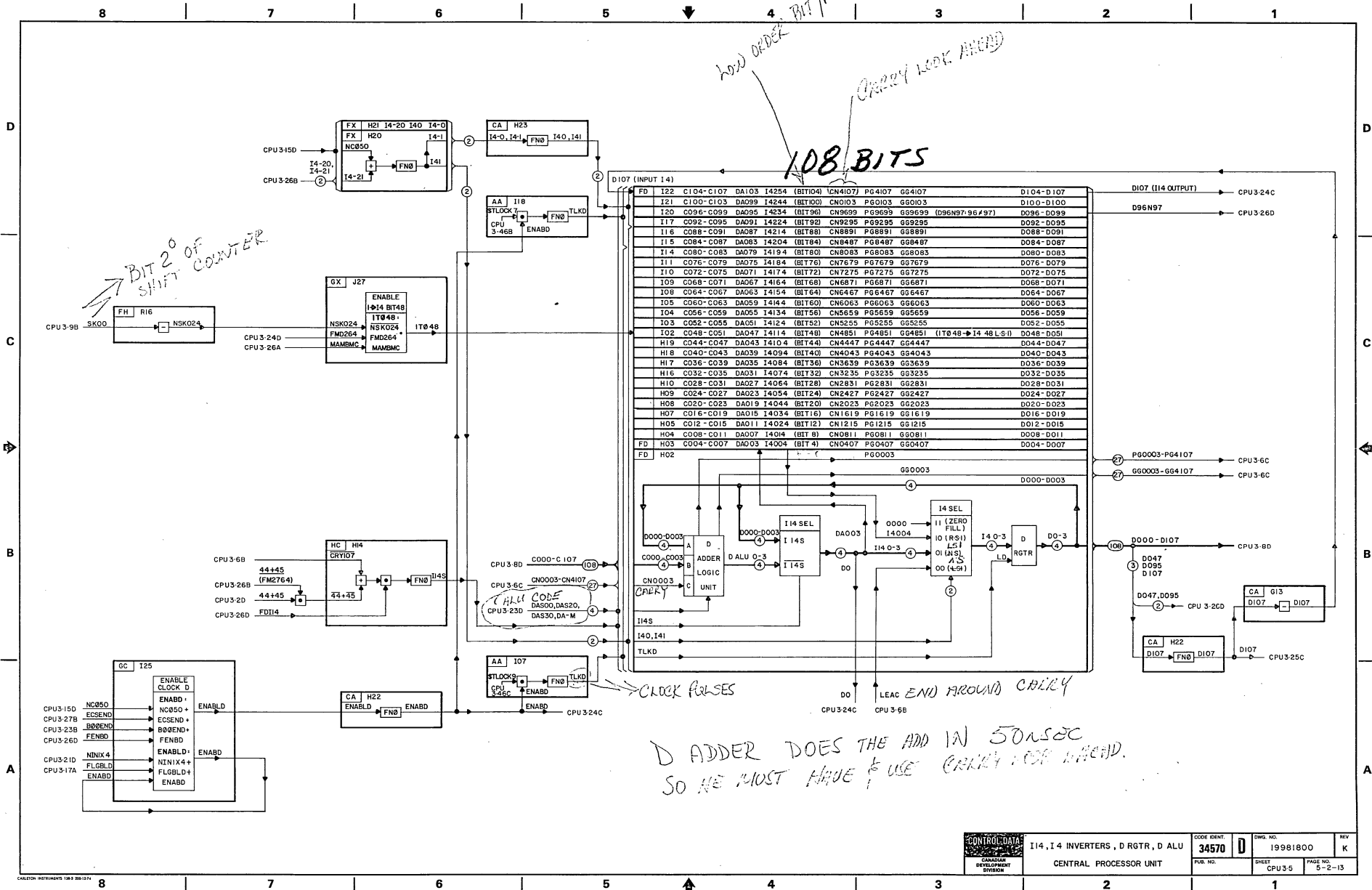
The D adder also performs logical operations (inclusive OR, exclusive OR, logical AND) using 60-bit operands for Boolean instructions (CPU 3.23).

TABLE 5-2-6. CPU 3.5 KEY TEST POINTS

BIT NO.	FD (D REGISTER + ALU)			
	PAK LOC	C (IN)	CN (IN)	D (OUT)
00	H02	13	14	03
01	H02	09	-	08
02	H02	10	-	12
03	H02	11	-	01
04	H03	13	14	03
05	H03	09	-	08
06	H03	10	-	12
07	H03	11	-	01
08	H04	13	14	03
09	H04	09	-	08
10	H04	10	-	12
11	H04	11	-	01
12	H05	13	14	03
13	H05	09	-	08
14	H05	10	-	12
15	H05	11	-	01
16	H07	13	14	03
17	H07	09	-	08
18	H07	10	-	12
19	H07	11	-	01
20	H08	13	14	03
21	H08	09	-	08
22	H08	10	-	12
23	H08	11	-	01
24	H09	13	14	03
25	H09	09	-	08
26	H09	10	-	12
27	H09	11	-	01
28	H10	13	14	03
29	H10	09	-	08
30	H10	10	-	12
31	H10	11	-	01
32	H16	13	14	03
33	H16	09	-	08
34	H16	10	-	12
35	H16	11	-	01

BIT NO.	FD			
	PAK LOC	C (IN)	CN (IN)	D (OUT)
36	H17	13	14	03
37	H17	09	-	08
38	H17	10	-	12
39	H17	11	-	01
40	H18	13	14	03
41	H18	09	-	08
42	H18	10	-	12
43	H18	11	-	01
44	H19	13	14	03
45	H19	09	-	08
46	H19	10	-	12
47	H19	11	-	01
48	I02	13	14	03
49	I02	09	-	08
50	I02	10	-	12
51	I02	11	-	01
52	I03	13	14	03
53	I03	09	-	08
54	I03	10	-	12
55	I03	11	-	01
56	I04	13	4	03
57	I04	09	-	08
58	I04	10	-	12
59	I04	11	-	01
60	I05	13	14	03
61	I05	09	-	08
62	I05	10	-	12
63	I05	11	-	01
64	I08	13	14	03
65	I08	09	-	08
66	I08	11	-	12
67	I08	10	-	01
68	I09	13	14	03
69	I09	09	-	08
70	I09	11	-	12
71	I09	10	-	01

BIT NO.	FD			
	PAK LOC	C (IN)	CN (IN)	D (OUT)
72	I10	13	14	03
73	I10	09	-	08
74	I10	11	-	12
75	I10	10	-	01
76	I11	13	14	03
77	I11	09	-	08
78	I11	11	-	12
79	I11	10	-	01
80	I14	13	14	03
81	I14	09	-	08
82	I14	11	-	12
83	I14	10	-	01
84	I15	13	14	03
85	I15	09	-	08
86	I15	11	-	12
87	I15	10	-	01
88	I16	13	14	03
89	I16	09	-	08
90	I16	11	-	12
91	I16	10	-	01
92	I17	13	14	03
93	I17	09	-	08
94	I17	11	-	12
95	I17	10	-	01
96	I20	13	14	03
97	I20	09	-	08
98	I20	11	-	12
99	I20	10	-	01
100	I21	13	14	03
101	I21	09	-	08
102	I21	11	-	12
103	I21	10	-	01
104	I22	13	14	03
105	I22	09	-	08
106	I22	11	-	12
107	I22	10	-	01



DETAILED PAK DIAGRAM (CPU 3.6)

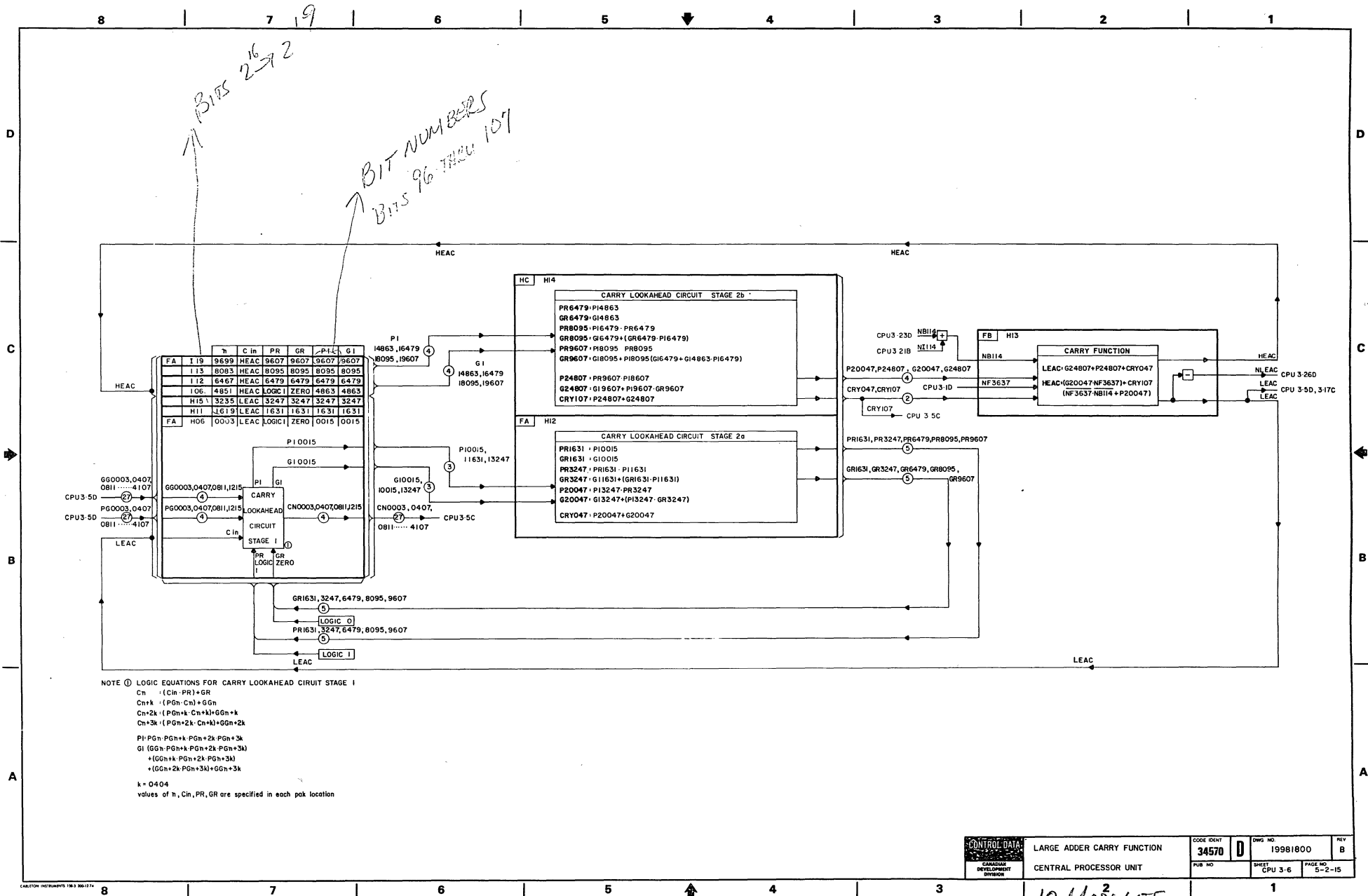
LARGE ADDER CARRY FUNCTION

The FA, FB and HC modules shown on CPU 3.6 depict the large adder carry look-ahead and carry functions. Group carry propagate (PG0003 - PG4107) and carry generate (GG0003 - GG4107) signals are sent from the D-ALU bits 0-107 to the first stage carry look-ahead control. This control consists of seven FA modules divided into two groups. The first group provides internal carry signals (CN0003 - CN0047) back to the D-ALU bits 0-47, and provides second stage group carry propagate (P10015, P11631, P13247) and carry generate (G10015, G11631, G13247) to the second stage carry look-ahead control for bits 0-47. The second group of first stage carry look-ahead FA modules provides internal carry signals (CN4851 - CN4107) back to the D-ALU bits 48-107, and provides second stage group carry propagate (P14863, P16479, P18095, P19607) and carry generate (G10015, G16479, G18095, G19607) to the second stage carry look-ahead control for bits 48-107.

The second stage carry look-ahead controls located on FA module H12 and HC module H14 provide group carry propagate and carry generate signals from the second stage carry look-ahead back to the first stage carry look-ahead controls. It also provides the end around carry signals (CRY047, CRY107) to the carry function control. This control, located on the FB module, provides the end around carry signals (LEAC, HEAC) to the first stage look-ahead, and distributes end around carry from bits 48-107 (LEAC) to the processor controls.

TABLE 5-2-7. CPU 3.6 KEY TEST POINTS

CARRY BIT NO.	FA		
	CARRY LOOKAHEAD STA. 1		
	PAK LOC	GG (IN)	PG (IN)
0003	H06	12	03
0407	H06	13	02
0811	H06	07	06
1215	H06	08	09
1619	H11	12	03
2023	H11	13	02
2427	H11	07	06
2831	H11	08	09
3235	H15	12	03
3639	H15	13	02
4043	H15	07	06
4447	H15	08	09
4851	I06	12	03
5255	I06	13	02
5659	I06	07	06
6063	I06	08	09
6467	I12	12	03
6871	I12	13	02
7275	I12	07	06
7679	I12	08	09
8083	I13	12	03
8487	I13	13	02
8891	I13	07	06
9295	I13	08	09
9699	I19	12	03
0103	I19	13	02
4107	I19	07	06



10 MODULES
FOR CARRY LOOK AHEAD.

DETAILED PAK DIAGRAM (CPU 3.7)

I5 INVERTER CONTROL

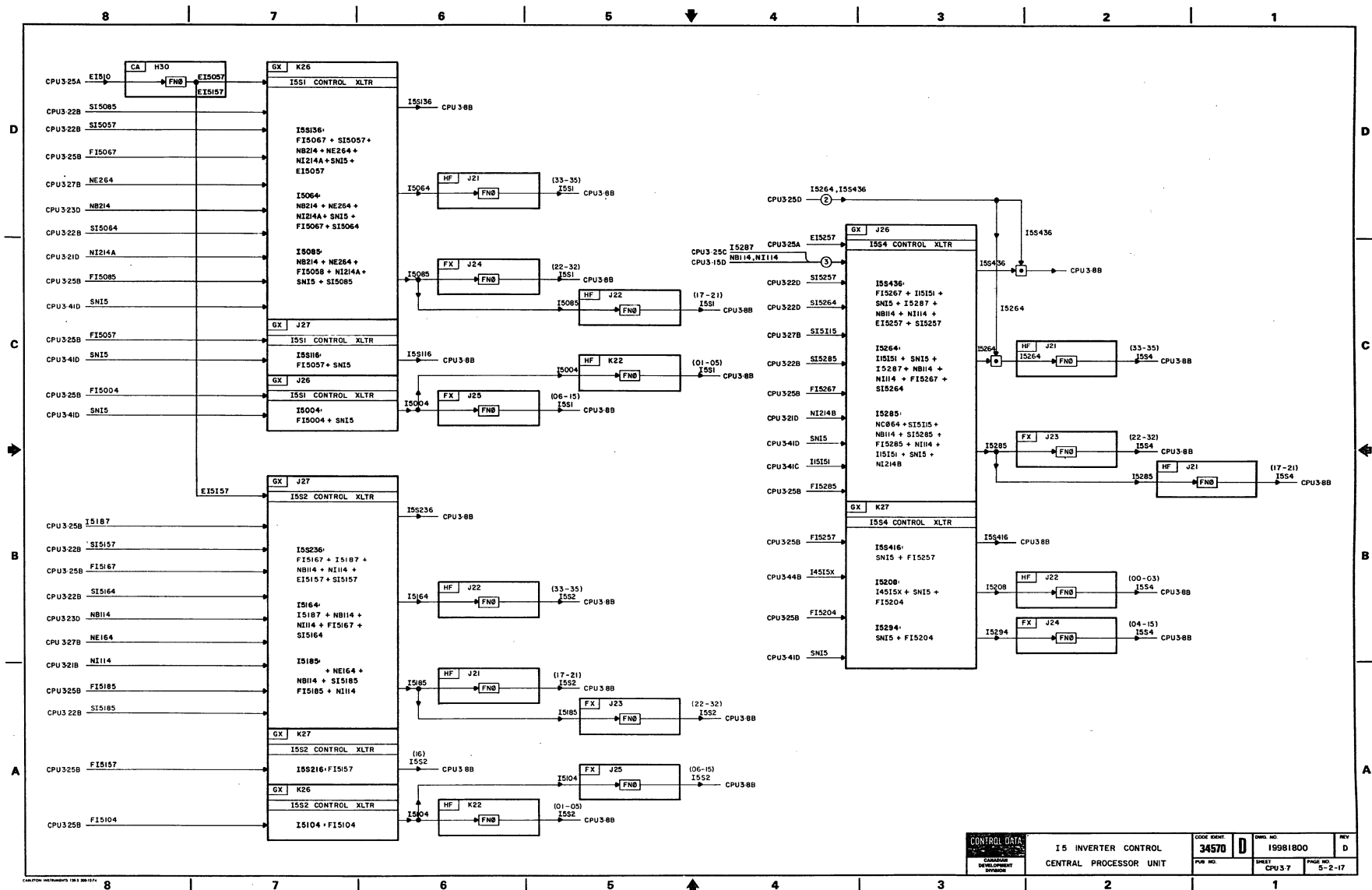
The I5 inverter rank controls the input to the C register. There are a number of varied inputs, not all of which are the same length as the 114-bit C register. For this reason, the I5 controls are broken into separate select networks for various areas of I5. Each select network provides a 3-bit code that will be translated to make the I5 input selection (CPU 3.8). Inputs to the select networks are from the instruction sequences. Outputs are defined in the following table:

<u>I5 BITS</u>		<u>SELECT CODE</u>		
		<u>Bit 2</u>	<u>Bit 1</u>	<u>Bit 0</u>
I5	105 - 107	I5S436	I5S236	I5S136
I5	96 - 104	I5264	I5164	I5064
I5	48 - 95	I5285	I5185	I5085
I5	45 - 47	I5S416	I5S216	I5S116
I5	9 - 44	I5294	I5104	I5004
I5	0 - 8	I5208	I5104	I5004

TABLE 5-2-8. CPU 3.7 KEY TEST POINTS

SIGNAL	GX		FX		HF	
	PAK LOC	T.P.	PAK LOC	T.P.	PAK LOC	T.P.
I5004	J26	1, 2	J25	14	-	-
I5S116	J27	1, 2	-	-	-	-
I5085	K26	12, 13, 14	J24	07	J22	05
I5064	K26	5, 6, 7	-	-	J21	13
I5S136	K26	3, 4, 11	-	-	-	-
I5104	K26	1, 2	J25	07	-	-
I5S216	K27	1, 2	-	-	-	-
I5185	J27	12, 13, 14	J23	14	J21	1, 2*
I5164	J27	5, 6, 7	-	-	J22	1, 2*
I5S236	J27	3, 4, 11	-	-	-	-
I5285	J26	12, 13, 14	J23	07	J21	5, 7
I5264	J26	5, 6, 7	-	-	J21	09
I5S436	J26	3, 4, 11	-	-	-	-
I5294	K27	5, 6, 7	J24	14	-	-
I5208	K27	12, 13, 14	-	-	J22	09
I5S416	K27	3, 4, 11	-	-	-	-

*Signal complement at this test point.



DETAILED PAK DIAGRAM (CPU 3.8)

C, H REGISTERS; I15, I5 SELECTORS; I5 COMPLEMENT CONTROL

C REGISTER

The C register is 114 bits in size. Bits 0-107 serve as one of the input feeders to the D adder. Bits 108-113 are used by compare/move operations to catch the last character shifted from bit positions 48-107. The C register also provides a general path for data distribution to the processor. Its outputs feed the following circuits:

- | | |
|-------------------------|----------|
| 1. D adder | CPU 3.5 |
| 2. R Register | CPU 3.28 |
| 3. I30 Selector | CPU 3.28 |
| 4. Shift Network Rank 1 | CPU 3.10 |
| 5. Normalize Network | CPU 3.10 |

I5 SELECTOR

The I5 selector provides input selection of data from various sources within the processor to the I5 complement control. Inputs to I5 are received from the following circuits:

- | | |
|-------------------------|----------|
| 1. D Register | CPU 3.15 |
| 2. C Register | CPU 3.8 |
| 3. X Register | CPU 3.2 |
| 4. I15 Selector | CPU 3.8 |
| 5. I45 Selector | CPU 3.31 |
| 6. Shift Network Rank 4 | CPU 3.11 |

In addition to the above input selections, I5 can generate its own internal constants of 4_8 , 6_8 or zeros to the I5 complement control. Input or constant selection is determined by a 3-bit code generated from the I5 control (CPU 3.7). Decoding of the selection code bits at I5 allows the following input or constant selections to be made:

<u>Selection Code</u>	<u>Input or Constant Selection</u>
0	0's → I5 ₀₋₁₁₃
1	D Register → I5 ₀₋₁₀₇
2	C Register → I5 ₀₋₁₁₃
3	4_8 's → I5 ₀₋₁₀₇
4	<div style="display: inline-block; vertical-align: middle;"> $\left\{ \begin{array}{l} I45_{0-6} \\ I15_{0-59} \end{array} \right.$ </div> → I5 ₀₋₆ → I5 ₄₈₋₁₀₇
5	SN4 → I5 ₀₋₁₁₃
6	X Register → I5 ₄₈₋₁₀₇
7	6_8 's → I5 ₀₋₁₀₇

I5 COMPLEMENT CONTROL

The I5 complement control allows the I5 output to be complemented before it is sent to the C register. Complement selection is controlled by a 2-bit complement code (I5C1, I5C2).

H REGISTER

The H register acts as a 60-bit holding register for compare/move operations. The H register outputs feed the I15 selector located on the same JA modules.

I15 SELECTOR

Selector I15 provides 60-bit input selection from the H register and 18-bit input selection from the F register and selector I1. Selector I15's outputs provide one of the 60-bit data inputs at selector I5 bit positions 48-107. I15's input selection is determined by selection control signals F46X, FEXI15, and ESI15. These control signals allow four input selections through I15:

<u>Input Select Control</u>	<u>Input Selection</u>
1. F46X . FEXI15 . ESI15	H register ₀₋₅₉ → I15 ₀₋₅₉
2. F46X . FEXI15	$\left\{ \begin{array}{l} \text{F register}_{0-10} \rightarrow \text{I15}_{48-58} \\ \text{C107} \rightarrow \text{I15}_{59} \end{array} \right.$
3. F46X . ESI15	I1 selector ₀₋₁₇ → I15 ₆₋₂₃
4. F46X . ESI15	F register ₀₋₁₇ → I15 ₀₋₁₇

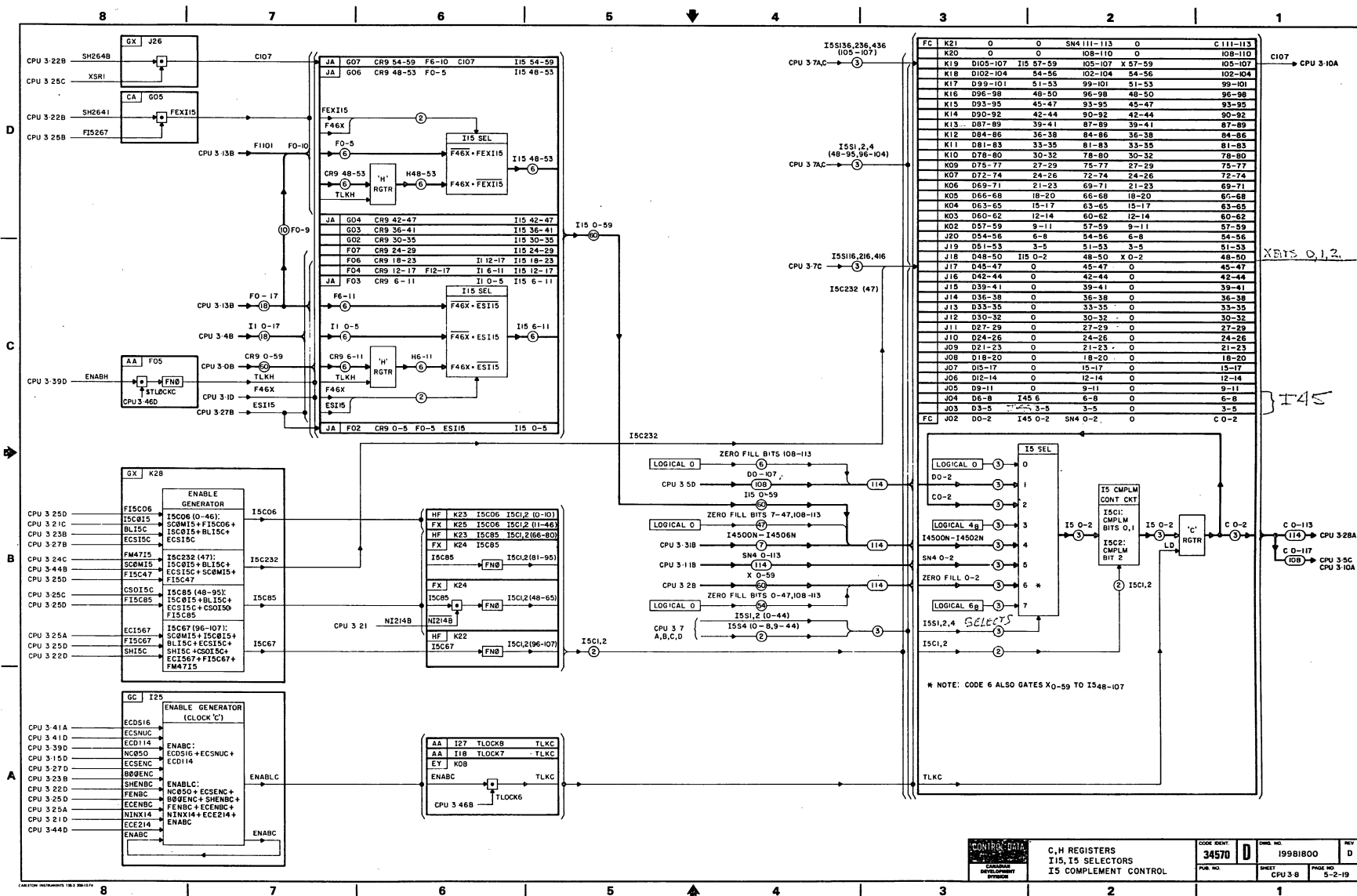
F46X allows selection of H register bits 0-59 to I15 bits 0-59 for compare/move operations. FEXI15 allows gating of the biased exponent and coefficient sign (C107) from F register bits 0-10 to I15 bits 48-59. FEXI15 is enabled during shift and floating instructions to pack the computed exponent with the result coefficient. ESI15 allows gating of the I1 selector output to I15 bits 6-23 for ECS instructions. When ESI15 is selected, zeros are gated to I15 bit positions 0-5. F46X . ESI15 allows gating of the F register bits 0-17 to I15 bits 0-17. This input selection is used by 7X increment, population count (47) and ECS instructions.

TABLE 5-2-9. CPU 3.8 KEY TEST POINTS

BIT NO.	JA (I15 SEL)			FC (I5 COMP CNTRL.)			FC		BIT NO.	FC		
	PAK LOC	CR9 (IN)	I15 OUT	PAK LOC	SN4 (IN)	I5	PAK LOC	X (IN)		PAK LOC	SN4 (IN)	I5
00	F02	5	3	J02	7	8	J18	2	60	K03	7	8
01	F02	7	2	J02	5	10	J18	3	61	K03	5	10
02	F02	8	1	J02	4	9	J18	1	62	K03	4	9
03	F02	9	14	J03	7	8	J19	2	63	K04	7	8
04	F02	10	12	J03	5	10	J19	3	64	K04	5	10
05	F02	11	13	J03	4	9	J19	1	65	K04	4	9
06	F03	5	3	J04	7	8	J20	2	66	K05	7	8
07	F03	7	2	J04	5	10	J20	3	67	K05	5	10
08	F03	8	1	J04	4	9	J20	1	68	K05	4	9
09	F03	9	14	J05	7	8	K02	2	69	K06	7	8
10	F03	10	12	J05	5	10	K02	3	70	K06	5	10
11	F03	11	13	J05	4	9	K02	1	71	K06	4	9
12	F04	5	3	J06	7	8	K03	2	72	K07	7	8
13	F04	7	2	J06	5	10	K03	3	73	K07	5	10
14	F04	8	1	J06	4	9	K03	1	74	K07	4	9
15	F04	9	14	J07	7	8	K04	2	75	K09	7	8
16	F04	10	12	J07	5	10	K04	3	76	K09	5	10
17	F04	11	13	J07	4	9	K04	1	77	K09	4	9
18	F06	5	3	J08	7	8	K05	2	78	K10	7	8
19	F06	7	2	J08	5	10	K05	3	79	K10	5	10
20	F06	8	1	J08	4	9	K05	1	80	K10	4	9
21	F06	9	14	J09	7	8	K06	2	81	K11	7	8
22	F06	10	12	J09	5	10	K06	3	82	K11	5	10
23	F06	11	13	J09	4	9	K06	1	83	K11	4	9
24	F07	5	3	J10	7	8	K07	2	84	K12	7	8
25	F07	7	2	J10	5	10	K07	3	85	K12	5	10
26	F07	8	1	J10	4	9	K07	1	86	K12	4	9
27	F07	9	14	J11	7	8	K09	2	87	K13	7	8
28	F07	10	12	J11	5	10	K09	3	88	K13	5	10

TABLE 5-2-9. CPU 3.8 KEY TEST POINTS (cont.)

BIT NO.	JA (I15 SEL)			FC (I5 COMP CNTRL.)			FC		BIT NO.	FC		
	PAK LOC	CR9 (IN)	I15 OUT	PAK LOC	SN4 (IN)	I5	PAK LOC	X (IN)		PAK LOC	SN4 (IN)	I5
29	F07	11	13	J11	4	9	K09	1	89	K13	4	9
30	G02	5	3	J12	7	8	K10	2	90	K14	7	8
31	G02	7	2	J12	5	10	K10	3	91	K14	4	10
32	G02	8	1	J12	4	9	K10	1	92	K14	4	9
33	G02	9	14	J13	7	8	K11	2	93	K15	7	8
34	G02	10	12	J13	5	10	K11	3	94	K15	5	10
35	G02	11	13	J13	4	9	K11	1	95	K15	4	9
36	G03	5	3	J14	7	8	K12	2	96	K16	7	8
37	G03	7	2	J14	5	10	K12	3	97	K16	5	10
38	G03	8	1	J14	4	9	K12	1	98	K16	4	9
39	G03	9	14	J15	7	8	K13	2	99	K17	7	8
40	G03	10	12	J15	5	10	K13	3	100	K17	5	10
41	G03	11	13	J15	4	9	K13	1	101	K17	4	9
42	G04	5	3	J16	7	8	K14	2	102	K18	7	8
43	G04	7	2	J16	5	10	K14	3	103	K18	5	10
44	G04	8	1	J16	4	9	K14	1	104	K18	4	9
45	G04	9	14	J17	7	8	K15	2	105	K19	7	8
46	G04	10	12	J17	5	10	K15	3	106	K19	5	10
47	G04	11	13	J17	4	9	K15	1	107	K19	4	9
48	G06	5	3	J18	7	8	K16	2	108	K20	7	8
49	G06	7	2	J18	5	10	K16	3	109	K20	5	10
50	G06	8	1	J18	4	9	K16	1	110	K20	4	9
51	G06	9	14	J19	7	8	K17	2	111	K21	7	8
52	G06	10	12	J19	5	10	K17	3	112	K21	5	10
53	G06	11	13	J19	4	9	K17	1	113	K21	4	9
54	G07	5	3	J20	7	8	K18	2				
55	G07	7	2	J20	5	10	K18	3				
56	G07	8	1	J20	4	9	K18	1				
57	G07	9	14	K02	7	8	K19	2				
58	G07	10	12	K02	5	10	K19	3				
59	G07	11	13	K02	4	9	K19	1				



CONTROL DATA	C, H REGISTERS I5, I5 SELECTORS I5 COMPLEMENT CONTROL	CODE IDENT: 34570	DATE: 19981800	REV: D
CANADIAN INTEGRATION DIVISION		PUR. NO.	SHEET: CPU 3-B	PAGE NO: 5-2-19

DETAILED PAK DIAGRAM (CPU 3.9)

SK COUNTER, I19, I9 SELECTORS

I19 SELECTOR

The I19 selector provides input selection of U3 register bits 0-5 or SCRX bits 1-5 through I19 to the I9 selector.

I9 SELECTOR

The I9 selector provides input selection to the SK counter. The following circuits are fed to the I9 selector:

1. Normalize count
2. F register
3. I19 selector

NOTE: These inputs are received in complement form because I9 always complements.

In addition, I9 can generate its own internal constants of 60_8 or 74_8 for iteration counts required by the FMD sequence.

Input and constant selections through I9 are controlled by a 2-bit selection code SLI90 and SLI91. The selection codes generated provide the following input or constant selections through I9:

<u>Selection Code</u>	<u>Input or Constant Selection</u>		
0 . COMT64	60_8	→	I9
0 . <u>COMT64</u>	74_8	→	I9
1	Normalize Count	→	I9
2	I19	→	I9
3 . <u>FLI28</u> . <u>FCOM</u>	F register	→	I9
3 . <u>FLI28</u> . FCOM	<u>F register</u>	→	I9
FLI28	1's	→	I9

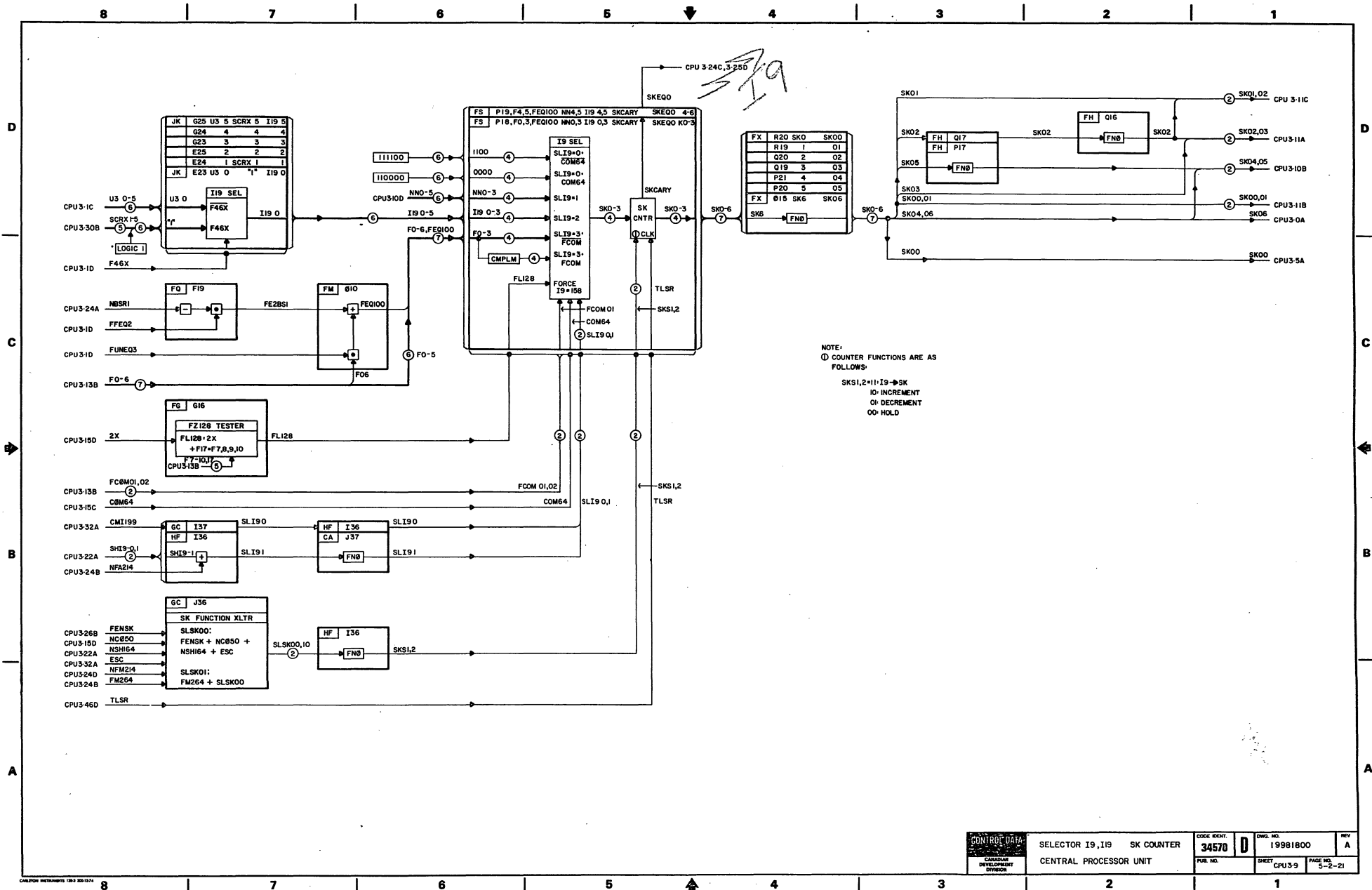
The F register is gated to I19 when a select code of 3 is generated. However, F may be complemented through I9 if the F register sign (F17) is negative.

SK REGISTER

The SK register serves a dual purpose. It acts as a register for storing the shift count, and as an iteration counter for the FMD sequence. The SKS1 and SKS2 signals control the functioning of the SK register. The shift or iteration count sent from I9 is stored in SK when a preset function is generated. During iterative steps of the FMD sequence, a decrement function code reduces the count by one for every clock pulse. When active, the SKEQ0 signal indicates that the iteration count has been decremented to zero.

TABLE 5-2-10. CPU 3.9 KEY TEST POINTS

BIT NO.	JK (I19 SEL)				FS (I9 SEL & SK)			FX			FH		FH	
	PAK LOC.	U3 (IN)	SCRX (IN)	I19	PAK LOC.	NN (IN)	SK (IN)	PAK LOC.	SK (IN)	SK (OUT)	PAK LOC.	SK (IN)	PAK LOC.	SK (IN)
00	F23	3	12	4	P18	9	2	R20	01	10, 11	Q17	11	Q16	11
01	F24	3	12	4	P18	10	3	R19	01	10, 11				
02	F25	3	12	4	P18	11	4	Q20	01	10, 11				
03	G23	3	12	4	P18	12	7	Q19	01	10, 11				
04	G24	3	12	4	P19	9	2	P21	01	10, 11	P17	11		
05	G25	3	12	4	P19	10	3	P20	01	10, 11				
06								O15	01	10, 11				



CONTROL DATA
 CANADIAN
 DEVELOPMENT
 DIVISION

SELECTOR I9, I19 SK COUNTER
 CENTRAL PROCESSOR UNIT

CODE IDENT.	34570	OWO. NO.	19981800	REV	A
PUB. NO.		SHEET	CPU 3-9	PAGE NO.	5-2-21

DETAILED PAK DIAGRAM (CPU 3.10)

SHIFT NETWORK RANKS 1 & 2 NORMALIZE NETWORK

SHIFT NETWORK RANK 1

The first rank of the shift network provides for right shifts of 64. The SK register bit 6 determines whether the C register output will be shifted by this first rank. The shift network first rank output feeds the second rank of the shift network.

SHIFT NETWORK RANK 2

The second rank of the shift network provides for right and left shifts of 16, 32 and 48. The SK register bits 4 and 5 determine whether the output from rank 1 (SN1 0-107) will be shifted by this second rank. RS determines the shift direction, left or right. The shift network second rank output feeds the third rank of the shift network.

HIGH/LOW SELECT CIRCUIT

The high/low select circuit allows selection of C register bits 0-47 or 48-95, plus bits 96-107, to the X register. This selection is required for use by double precision instructions and floating divide instructions.

NORMALIZE NETWORK

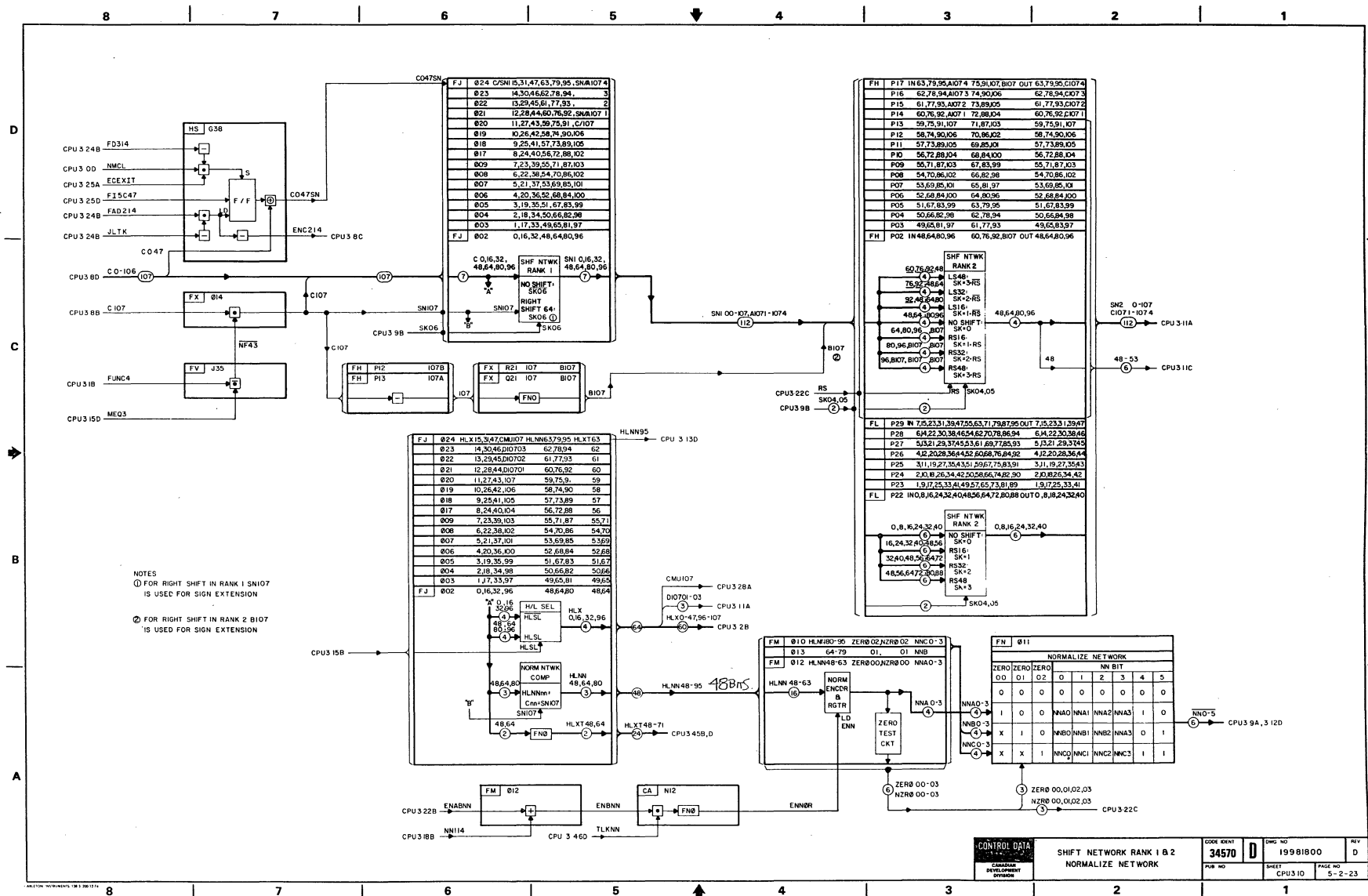
The normalize network receives its input from the 48-bit coefficient contained in the C register bits 48-95. The normalize network is a static network that forms at its output the 6-bit normalize count. This count is sent to the SK register via 19. The shift network, which is under control of SK, left shifts the coefficient the number of places specified by the normalize count, until the most significant 1 bit of the coefficient is in the bit 95 position.

Since the normalize network assumes a positive quantity, the circuits on the FJ modules compare each bit of the coefficient with the sign bit. This produces a 48-bit positive quantity that is sent to the normalize network where it is divided into three groups of 16 bits each. Each group generates a 4-bit count, giving the location of the highest order 1 bit in that group. The three groups of 4 bits (NNA 0-3, NNB 0-3, and NNC 0-3) are fed to the second stage of the normalize network where the 6-bit normalize count is formed.

The second stage of the normalize network also detects if a normalize count of zero is being formed, and automatically adds 60_8 to the count. This ensures a shift count of 48_{10} on a 24 instruction with a coefficient equal to zero.

TABLE 5-2-11. CPU 3.10 KEY TEST POINTS

BIT NO.	FJ		FH/FL		BIT NO.	FJ		FH/FL		BIT NO.	FJ		FH/FL	
	PAK LOC.	C (IN)	PAK LOC.	SN1 (IN)		PAK LOC.	C (IN)	PAK LOC.	SN1 (IN)		PAK LOC.	C (IN)	PAK LOC.	SN1 (IN)
00	O02	11	P22	07	38	O08	07	P28	06	76	O21	09	P14	08
01	O03	11	P23	07	39	O09	07	P29	06	77	O22	09	P15	08
02	O04	11	P24	07	40	O17	07	P22	08	78	O23	09	P16	08
03	O05	11	P25	07	41	O18	07	P23	08	79	O24	09	P17	08
04	O06	11	P26	07	42	O19	07	P24	08	80	O02	04	P02	09
05	O07	11	P27	07	43	O20	07	P25	08	81	O03	04	P03	09
06	O08	11	P28	07	44	O21	07	P26	08	82	O04	04	P04	09
07	O09	11	P29	07	45	O22	07	P27	08	83	O05	04	P05	09
08	O17	11	P22		46	O23	07	P28	08	84	O06	04	P06	09
09	O18	11	P23		47	O24	07	P29	08	85	O07	04	P07	09
10	O19	11	P24		48	O02	02	P02	04	86	O08	04	P08	09
11	O20	11	P25		49	O03	03	P03	04	87	O09	04	P09	09
12	O21	11	P26		50	O04	03	P04	04	88	O17	04	P10	09
13	O22	11	P27		51	O05	03	P05	04	89	O18	04	P11	09
14	O23	11	P28		52	O06	03	P06	04	90	O19	04	P12	09
15	O24	11	P29		53	O07	03	P07	04	91	O20	04	P13	09
16	O02	10	P22	05	54	O08	03	P08	04	92	O21	04	P14	09
17	O03	10	P23	05	55	O09	03	P09	04	93	O22	04	P15	09
18	O04	10	P24	05	56	O17	03	P10	04	94	O23	04	P16	09
19	O05	10	P25	05	57	O18	03	P11	04	95	O24	04	P17	09
20	O06	10	P26	05	58	O19	03	P12	04	96	O02	05	P02	14
21	O07	10	P27	05	59	O20	03	P13	04	97	O03	05	P03	14
22	O08	10	P28	05	60	O21	03	P14	04	98	O04	05	P04	14
23	O09	10	P29	05	61	O22	03	P15	04	99	O05	05	P05	14
24	O17	10	P22	09	62	O23	03	P16	04	100	O06	05	P06	14
25	O18	10	P23	09	63	O24	03	P17	04	101	O07	05	P07	14
26	O19	10	P24	09	64	O02	09	P02	08	102	O08	05	P08	14
27	O20	10	P25	09	65	O03	09	P03	08	103	O09	05	P09	14
28	O21	10	P26	09	66	O04	09	P04	08	104	O17	05	P10	14
29	O22	10	P27	09	67	O05	09	P05	08	105	O18	05	P11	14
30	O23	10	P28	09	68	O06	09	P06	08	106	O19	05	P12	14
31	O24	10	P29	09	69	O07	09	P07	08	107	O20	05	P13	14
32	O02	07	P22	06	70	O08	09	P08	08					
33	O03	07	P23	06	71	O09	09	P09	08					
34	O04	07	P24	06	72	O17	09	P10	08					
35	O05	07	P25	06	73	O18	09	P11	08					
36	O06	07	P26	06	74	O19	09	P12	08					
37	O07	07	P27	06	75	O20	09	P13	08					



DETAILED PAK DIAGRAM (CPU 3.11)

SHIFT NETWORK RANKS 3 & 4

SHIFT NETWORK RANK 3

The third rank of the shift network provides for right and left shifts of 4, 8 and 12. The SK register bits 2 and 3 determine whether the output from rank 2 (SN2 0-107) will be shifted by this third rank. RS determines the shift direction, left or right. The shift network third rank output feeds the fourth rank of the shift network.

SHIFT NETWORK RANK 4

The fourth rank of the shift network provides for right and left shifts of 1, 2 and 3. The SK register bits 0 and 1 determine whether the output from rank 3 (SN3 0-107) will be shifted by this fourth rank. RS determines the shift direction, left or right.

The fourth rank also provides the right shift capabilities for bits 108-113. Compare/move operations, using a maximum shift count of 54, require that the last characters from bit positions 48-53 are gated to bits 108-113. The SK register bits 1 and 2 determine whether the output from rank 1 (S2A 48-53) will be shifted to bits 108-113 by this fourth rank.

SHIFT NETWORK LOGIC LAYOUT

The FH modules perform the right and left shifts for the upper 60 bits (48-107) from the C register. The lower 48 bits (0-47) from C can be right shifted only. This shifting occurs on the FL modules. An FL module also performs the right shift of bits 48-53 to rank 4 bits 108-113.

Left shifts are circular with the high order bits starting at 107, reentering at bit 48. Only the upper 60 bits may be left shifted (FH modules). The entire 114 bits may be right shifted. Right shifts are end off with sign extension.

TABLE 5-2-12. CPU 3.11 KEY TEST POINTS

FH/FL			FH/FL			FH/FL		FH/FL			FH/FL		FH/FL	
BIT NO.	PAK LOC.	SN2 (IN)	PAK LOC.	SN3 (IN)	BIT NO.	PAK LOC.	SN2 (IN)	PAK LOC.	SN3 (IN)	BIT NO.	PAK LOC.	SN2 (IN)	PAK LOC.	SN3 (IN)
00	Q22	07	R22	07	38	Q28		R28	06	76	Q06	14	R09	04
01	Q23	07	R22	05	39	Q29		R28		77	Q07	14	R09	08
02	Q22		R22	06	40	Q28	05	R28	09	78	Q08	14	R09	09
03	Q23		R22		41	Q29	05	R28	08	79	Q09	14	R09	14
04	Q22	05	R22	09	42	Q28	09	R29	07	80	Q10	04	R10	04
05	Q23	05	R22	08	43	Q29	09	R29	05	81	Q11	04	R10	08
06	Q22	09	R23	07	44	Q28	06	R29	06	82	Q12	04	R10	09
07	Q23	09	R23	05	45	Q29	06	R29		83	Q13	04	R10	14
08	Q22	06	R23	06	46	Q28	08	R29	09	84	Q10	08	R11	04
09	Q23	06	R23		47	Q29	08	R29	08	85	Q11	08	R11	08
10	Q22	08	R23	09	48	Q02	04	R02	04	86	Q12	08	R11	09
11	Q23	08	R23	08	49	Q03	04	R02	08	87	Q13	08	R11	14
12	Q24	07	R24	07	50	Q04	04	R02	09	88	Q10	09	R12	04
13	Q25	07	R24	05	51	Q05	04	R02	14	89	Q11	09	R12	08
14	Q24		R24	06	52	Q02	08	R03	04	90	Q12	09	R12	09
15	Q24		R24		53	Q03	08	R03	08	91	Q13	09	R12	14
16	Q24	05	R24	09	54	Q04	08	R03	09	92	Q10	14	R13	04
17	Q25	05	R24	08	55	Q05	08	R03	14	93	Q11	14	R13	08
18	Q24	09	R25	07	56	Q02	09	R04	04	94	Q12	14	R13	09
19	Q25	09	R25	05	57	Q03	09	R04	08	95	Q13	14	R13	14
20	Q24	06	R25	06	58	Q04	09	R04	09	96	Q14	04	R14	04
21	Q25	06	R25		59	Q05	09	R04	14	97	Q15	04	R14	08
22	Q24	08	R25	09	60	Q02	14	R05	04	98	Q16	04	R14	09
23	Q25	08	R25	08	61	Q03	14	R05	08	99	Q17	04	R14	14
24	Q26	07	R26	07	62	Q04	14	R05	09	100	Q14	08	R15	04
25	Q27	07	R26	05	63	Q05	14	R05	14	101	Q15	08	R15	08
26	Q26		R26	06	64	Q06	04	R06	04	102	Q16	08	R15	09
27	Q27		R26		65	Q07	04	R06	08	103	Q17	08	R15	14
28	Q26	05	R26	09	66	Q08	04	R06	09	104	Q14	09	R16	04
29	Q27	05	R26	08	67	Q09	04	R06	14	105	Q15	09	R16	08
30	Q26	09	R27	07	68	Q06	08	R07	04	106	Q16	09	R16	09
31	Q27	09	R27	05	69	Q07	08	R07	08	107	Q17	09	R16	14
32	Q26	06	R27	06	70	Q08	08							
33	Q27	06	R27		71	Q09	08							
34	Q26	08	R27	09	72	Q06	09							
35	Q27	08	R27	08	73	Q07	09							
36	Q28	07	R28	07	74	Q08	09							
37	Q29	07	R28	05	75	Q09	09							

8

7

6

5

4

3

2

1

D

C

B

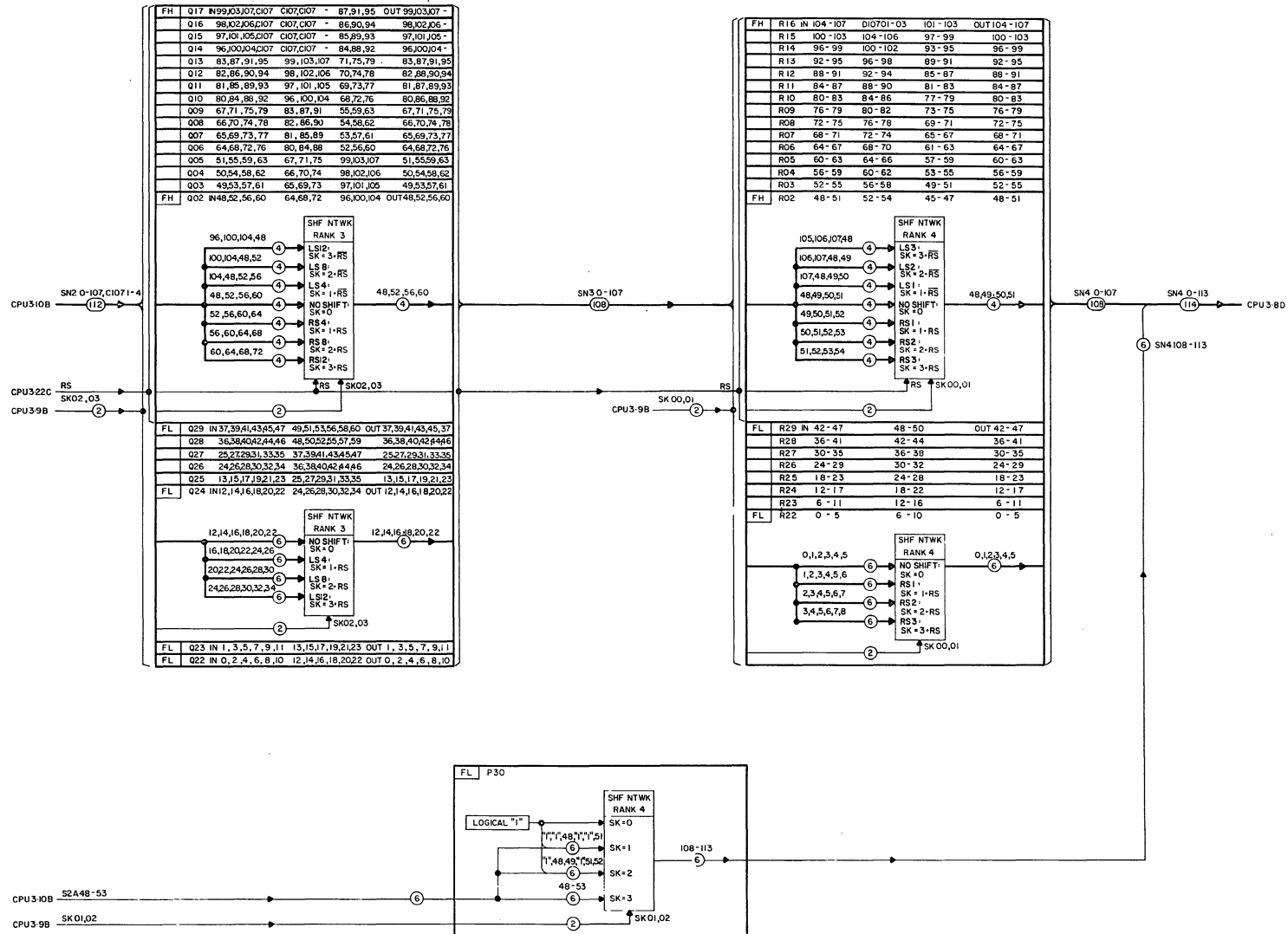
A

D

C

B

A



DETAILED PAK DIAGRAM (CPU 3.12)

I3, I3 COMPLEMENT CONTROL

I3 SELECTOR

The I3 selector provides 18-bit input selection to the I3 complement control. Inputs to I3 are received from the following circuits:

Normalize Network NN 0-5	CPU 2.8
I39 0-17	CPU 2.28
K 0-14, U3 0-2	CPU 2.1
A Register 0-17	CPU 2.2
B Register 0-17	CPU 2.2
I0 Selector 0-17	CPU 2.3
X Register 0-17	CPU 2.2
X Register 48-57, $\overline{58}$	CPU 2.2

Selection through I3 is enabled by generation, at the GC modules, of the appropriate select command (e.g., SELBI3 selects B through I3 to the I3 complement control). If no selection is made, zeros are gated through I3.

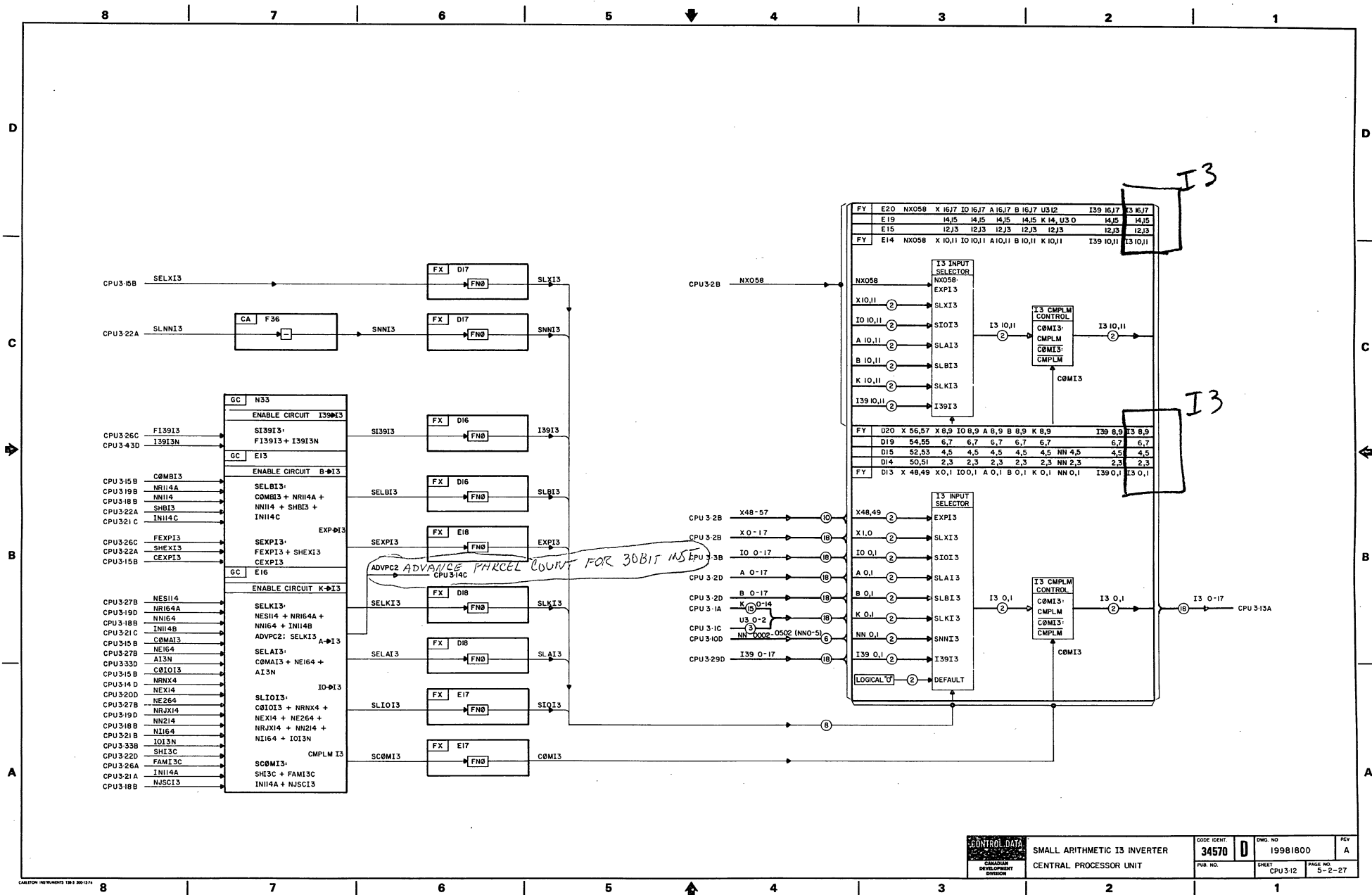
I3 COMPLEMENT CONTROL

The I3 complement control allows the I3 output to be complemented before it is sent to I2 and the E register. COMI3 from the GC module allows I3 to be complemented.

TABLE 5-2-13. CPU 3.12 KEY TEST POINTS

BIT NO.	FY		
	PAK LOC	I0 (IN)	I3
00	D13	14	06
01	D13		04
02	D14	14	06
03	D14		04
04	D15	14	06
05	D15		04
06	D19	14	06
07	D19		04
08	D20	14	06
09	D20		04
10	E14	14	06
11	E14		04
12	E15	14	06
13	E15		04
14	E19	14	06
15	E19		04
16	E20	14	06
17	E20		04

BIT NO.	PAK LOC	X (IN)
48	D13	12
49	D13	11
50	D14	12
51	D14	11
52	D15	12
53	D15	11
54	D19	12
55	D19	11
56	D20	12
57	D20	11



DETAILED PAK DIAGRAM (CPU 3.13)

F REGISTER, E REGISTER I2, F ADDER

F REGISTER

The F register and E register together serve as input feeders to the F adder. The F register also functions as the output register for results from the F adder. Input to F is from I2. The output of F feeds the F adder and the F register fanouts which distribute the results computed in the F adder.

I2 SELECTOR

The I2 selector provides 18-bit selection of data from I3 or the F adder to the F register. I3I2 controls selection of I3 through I2 to F. The absence of I3I2 allows the F adder to be selected through I2 to F. The generation of I3I2 from GC module F12 also generates ENABF from the same GC module. This allows I3 data to be selected through I2 and automatically gated into F.

F ADDER

The F adder consists of a high speed arithmetic logic unit (ALU) capable of performing both arithmetic and logical functions. Arithmetic logic operations are selected by the FAS 0-3, FAM signals. Group carry propagate (FP0003 - FP1619) and carry generate

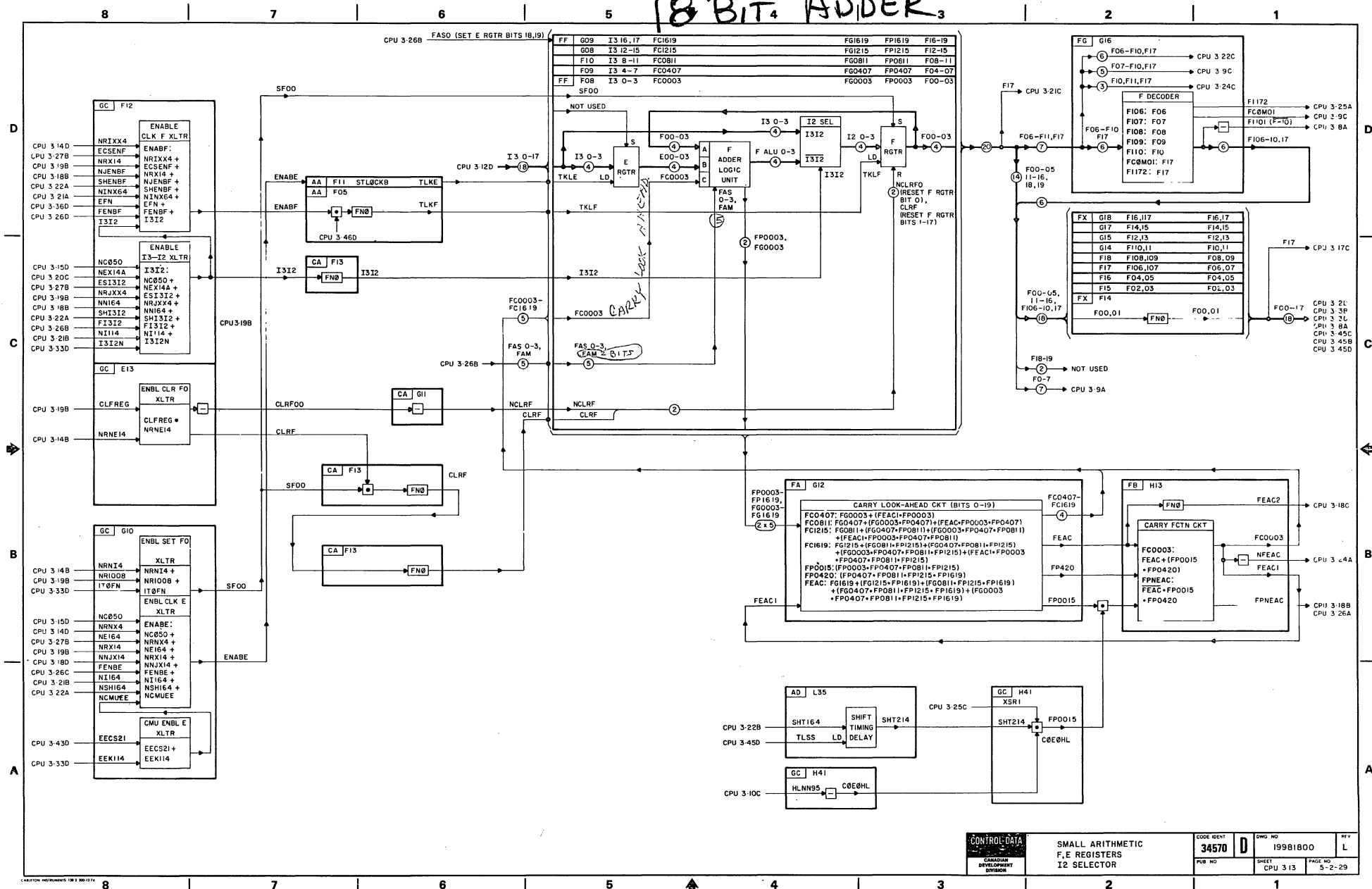
(FG0003 - FG1619) signals from the F-ALU are sent to the first stage carry look-ahead control on FA module G12. The first stage carry look-ahead provides internal carry signals (FC0407 - FC1619) back to the F-ALU. The first stage carry look-ahead also provides group propagate (FP0015, FP0420) and end around carry (FEAC) signals to the second stage carry function control on FB module H13. The carry function control provides the end around internal carry signal (FC0003) back to the F-ALU, and distributes end around carry (FEAC) to the processor controls.

In its normal operation, the F adder performs a ones complement full add operation for: increment instructions (CPU 3.21), normal jump, return jump instructions (CPU 3.18, 3.19), compare/move address sequence calculations (CPU 3.33-3.37); also P register advancement, addition of RA to the absolute memory address for initial start, and full RNI operations. In addition, the F adder performs various functions for exponent manipulation or ones counter for FAD/FMD instructions (CPU 3.24, 3.25, 3.26).

E REGISTER

The E register and the F register together serve as input feeders to the F adder. The E register receives its input from I3. Its output feeds the F adder.

18 BIT ADDER



DETAILED PAK DIAGRAM (CPU 3.14)

RNI SEQUENCE

The RNI sequence controls the operations necessary to initially start the CPU following an exchange jump, and performs RNIs for subsequent instructions to be executed.

RNIs are referred to as an initial start RNI, a full RNI, or a parcel RNI. An initial start RNI is enabled by the following conditions:

- | | |
|--------------------|---------------------------|
| 1. EXJONC . 2EX814 | Exchange Jump Exit |
| 2. NESETR | Normal ECS Exit |
| 3. NJPEX1 | Normal Jump Condition Met |
| 4. NRTJEX | Return Jump Exit |
| 5. NCMUEX | CMU Exit |

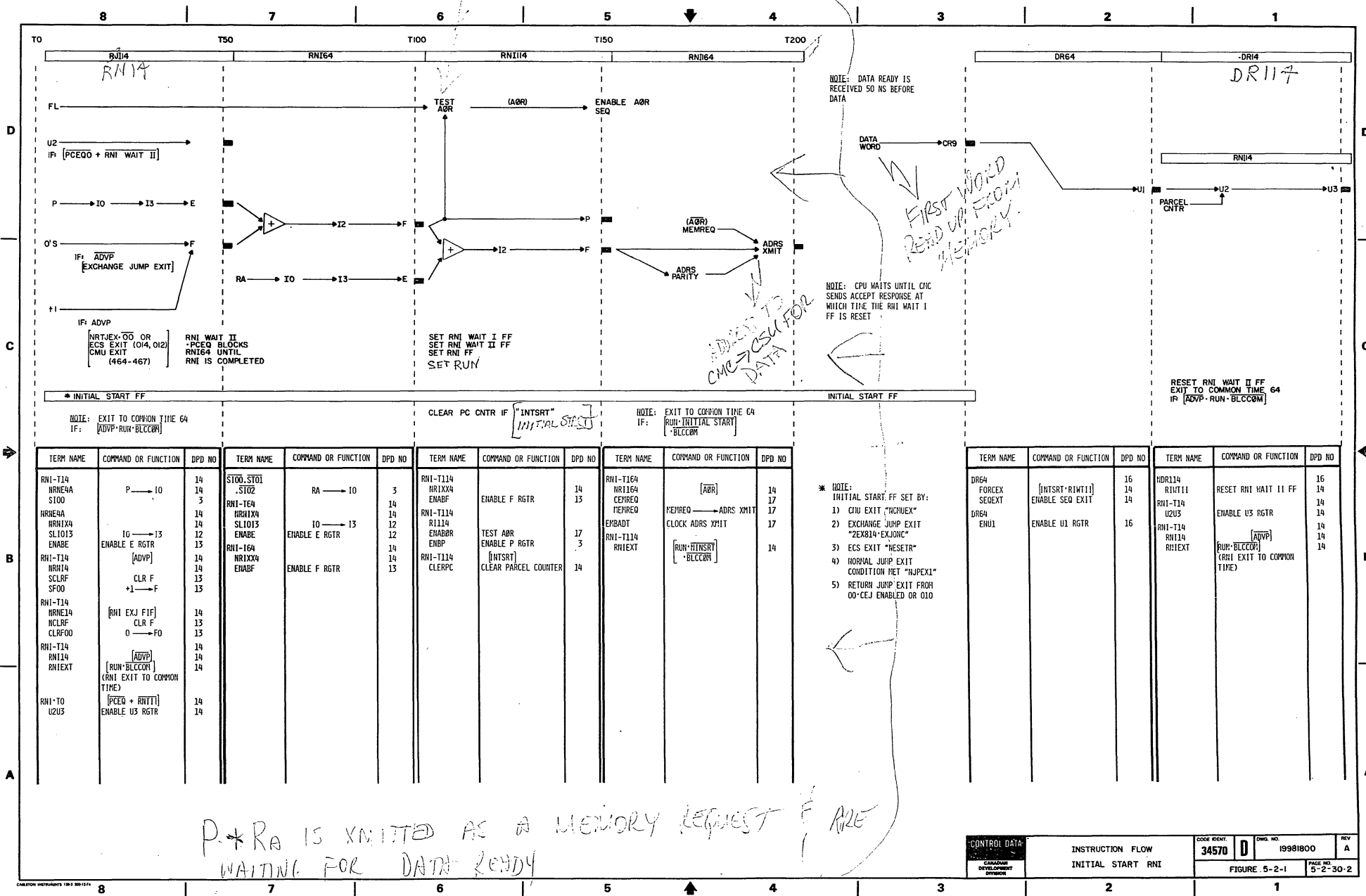
An initial start RNI obtains a new 60-bit instruction word from central memory. A full RNI is similar in operation to an initial start RNI in that a new 60-bit instruction word is obtained from central memory; however, a full RNI is initiated between execution of the first and

second instructions of the word being processed. A parcel RNI obtains the next 15-bit parcel for execution within a 60-bit instruction word. A parcel RNI is initiated when a sequence exit (SEQEXT) is present along with the condition of ADVP. This indicates that an additional parcel is available for execution within the current instruction word.

PARCEL COUNTER

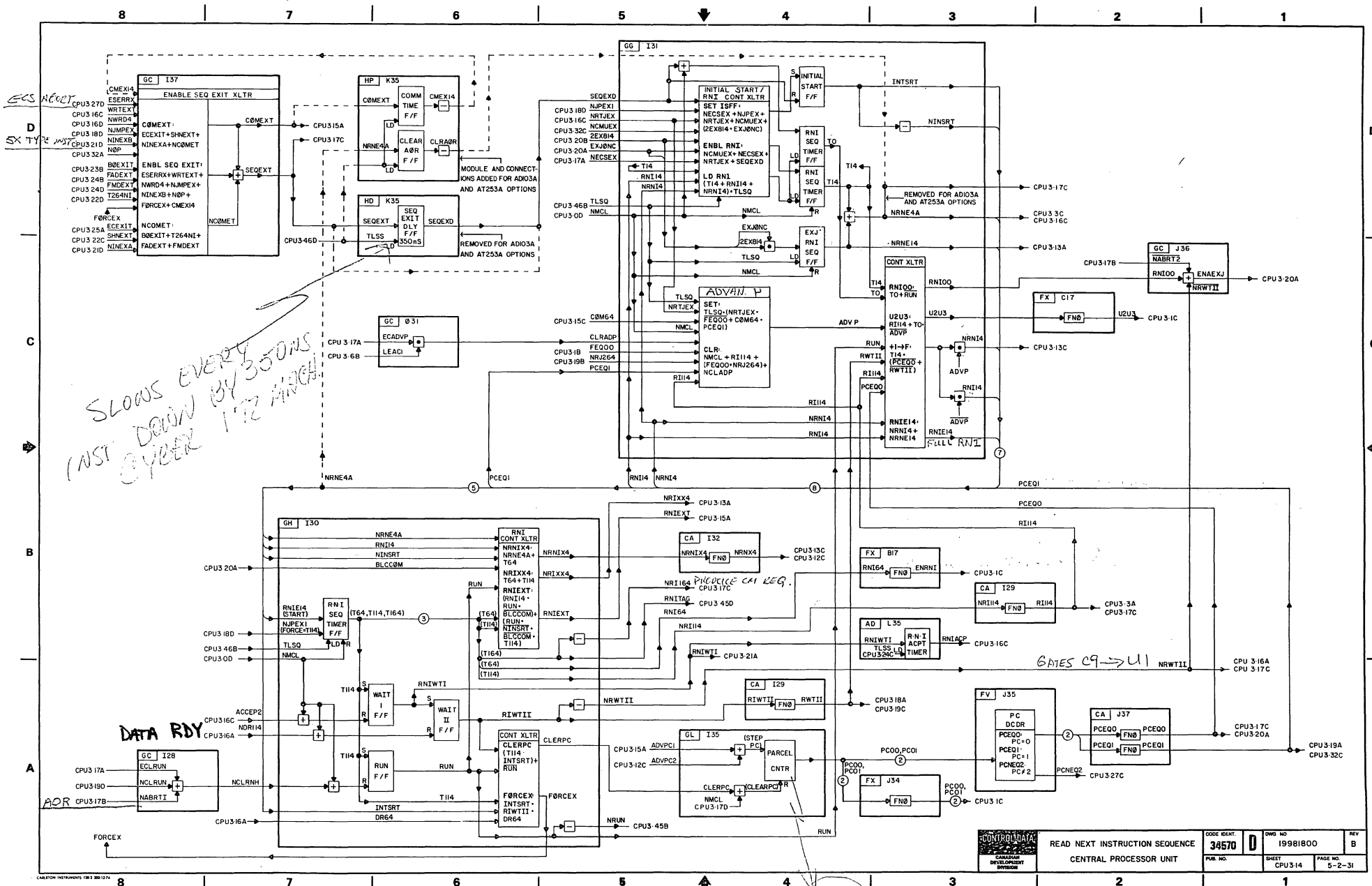
The parcel counter located on the GL module is a 2-bit counter that is incremented sequentially through counts of 0, 1, 2 and 3. The counts correspond to the four parcels of each central memory instruction word, and provide gating controls to selector U2. The counter is advanced during each RNI sequence to enable the entrance of the next 15-bit parcel into the instruction translation network. If a translated parcel is found to be part of a 30-bit instruction, the parcel counter will be incremented to ensure that K is not taken as the next instruction.

ADDRESS OUT OF RANGE



1. EXCH JUMP EXIT — SETS INITIAL START AND EXCHANGE EXIT
2. EXCH EXIT GENERATES RNI14 (FULL RNI)
3. RNI T64 \rightarrow RNI 114 CLEAR ADVANCE P, SET RNI WAIT 1 AND 2, SET RUN, CLEAR P.C.
4. RNI 164 — REQUEST MEMORY
5. ACCEPT CLEARS WAIT 1
6. DATA READY GENERATES FORCEX
7. FORCEX GENERATES SEQEXT WHICH CLEARS INITIAL START
8. RNI T00 AND T14 $U2 \rightarrow U3$ ($\overline{RNIWAIT} \cdot \overline{PC=0} = \overline{RNIWAIT} + \overline{PC=0}$)
9. PARCEL RNI GENERATES RNIEXT WHICH SETS COM T50, T64
10. COM T50 ADVANCE P.C. $PC=1$
11. COM T64 SET ADVANCE P } START SEQUENCE
12. SEQUENCE EXIT RNI T00, T14 WITH ADVANCE P SET = FULL RNI
13. CLEAR ADVANCE P, REQUEST MEMORY, SET COM T50, T64, SET WAIT I, II
14. SEQUENCE EXIT, RNI T00, 14, PARCEL RNI ($\overline{PC=0}$ GATE THAT MAKES TO ADV P SET?)

RNI SEQ.



4

(10015)

00
01
10
11

DETAILED PAK DIAGRAM (CPU 3.15)

COMMON TIME SEQUENCE

The common time sequence controls the initial operating conditions of each of the instruction sequences. Common time 50/64 is initiated by RNIEXT, and provides instruction translation and decoding operations to initiate the appropriate control sequence for execution. Common time 0/14 is initiated by COMEXT, and provides controls to return the results of an instruction to a selected B or X register. *OPCODES TO THE BUS.*

The common time sequence timing chain is contained on the GT module. At common time 50, ADVPC1 is generated to update the parcel counter pointing to the next 15-bit instruction. Common time 64 (COMT64) enables the function decode translator circuits located on the GU module. The GU module provides a decode of the instruction in U3, and generates the appropriate GO signal to the control sequence for the instruction type decoded.

DETAILED PAK DIAGRAM (CPU 3.16)

ACCEPT SEQUENCE

The accept sequence consists of a timing chain and control that are enabled by CMC data ready (DARDY). Data ready is sent 50 ns ahead of output data from CMC. The accept sequence generates control signals that enable the acceptance of data.

NDR50 selects operand register Xi for receipt of a data operand as the result of an increment read memory reference.

DR64 enables an RNI initial start sequence exit (FORCEX) after receipt of a new 60-bit instruction word.

CMDRM is used by the compare/move control. It indicates receipt of a data word to allow start of the data sequence.

When an address out of range fault occurs, NARIII from the AOR sequence forces the start of a false accept sequence. Setting of the CLR CR9 FF (CPU 3.17) during AOR ensure that zeros are gated to the CR9 register.

8

7

6

5

4

3

2

1

D

C

B

A

D

C

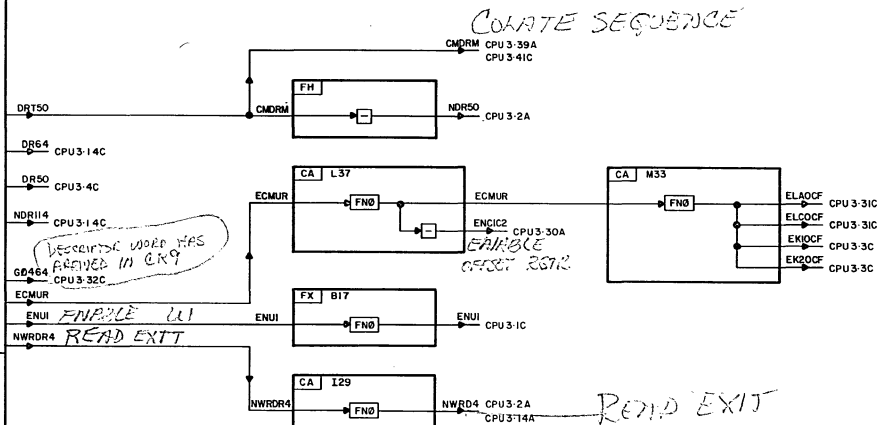
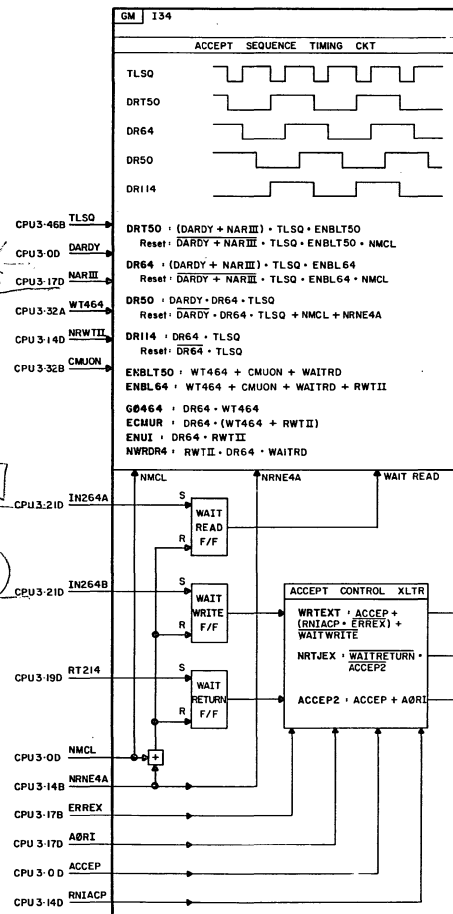
B

A

DATA READY
FORCING CKTS

$5 \times [i = 6 + 7]$

$5 \times [i = 6 + 7]$



CONTROL DATA
CANADIAN
DEVELOPMENT
DIVISION

ACCEPT SEQUENCE

CORE IDENT.
34570

DRG NO.
19981800

REV
A

PUR NO.

SHEET
CPU3-16

PAGE NO.
5-2-35

8

7

6

5

4

3

2

1

DETAILED PAK DIAGRAM (CPU 3.17)

AOR SEQUENCE

The AOR sequence timing located on the GL module is enabled when an address out of range condition is detected. Address out of range may be detected as a result of one of the following conditions:

1. Increment read address out of range
2. Increment write address out of range
3. RNI or branch out of range
4. Compare/move instruction with:
 - (a) C1 or C2 > 9, or
 - (b) K1 or K2 address out of range
5. ECS address out of range check.

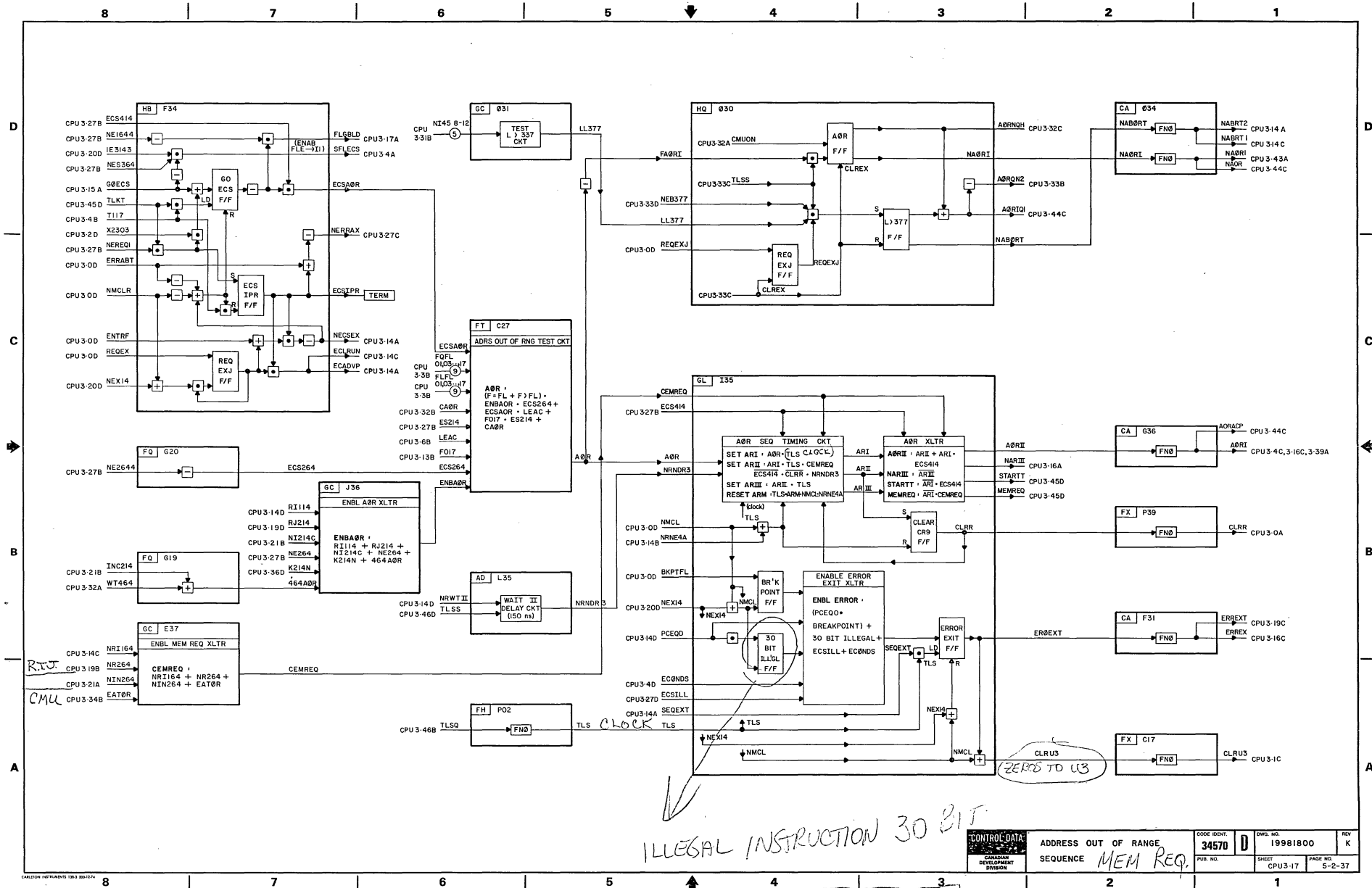
The AOR sequence aborts the out of range memory request, the compare/move, or ECS instruction and sets the clear CR9 FF. This allows for the transfer of zeros from CR9 to the selected X register when an address out of range occurs on an increment read instruction. Blocking the memory request also prevents a write operation on an increment write instruction. Address out of range sets bit 48 of the error exit register (CPU 3.4). If the corresponding exit mode register selection was also made, exit condition sensed (ECONDS) enables setting the error exit FF at sequence exit time.

ERROR EXIT RESPONSES

The error exit FF, also located on the GL module, is set at sequence exit time when one of the following error conditions is detected:

1. Exit condition sensed (ECONDS)
 - (a) Bit 48 Address out of range
 - (b) Bit 49 Infinite condition
 - (c) Bit 50 Indefinite condition
 - (d) Bit 51 Flag operation parity error condition
 - (e) Bit 52 CMC input parity error condition
 - (f) Bit 53 CM data parity error condition
2. Illegal instruction
3. Breakpoint sensed
4. 30-bit Illegal FF.

Setting of the error exit FF clears the U3 instruction register and enables a return jump error exit sequence (CPU 3.19).



ILLEGAL INSTRUCTION 30 BIT

il

4	3
15 Bios	30 Bios
15 Bios	15 Bios

DETAILED PAK DIAGRAM (CPU 3.18)

NORMAL JUMP SEQUENCE

The normal jump sequence controls the operations necessary to perform the following instructions:

02ixk	Jump to (Bi) + K
030jk	Branch to K if (Xj) = 0
031jk	Branch to K if (Xj) \neq 0
032jk	Branch to K if (Xj) Positive
033jk	Branch to K if (Xj) Negative
034jk	Branch to K if (Xj) in Range
035jk	Branch to K if (Xj) Out of Range
036jk	Branch to K if (Xj) Definite
037jk	Branch to K if (Xj) Indefinite
04ijk	Branch to K if (Bi) = (Bj)
05ijk	Branch to K if (Bi) \neq (Bj)
06ijk	Branch to K if (Bi) \geq (Bj)
07ijk	Branch to K if (Bi) < (Bj)

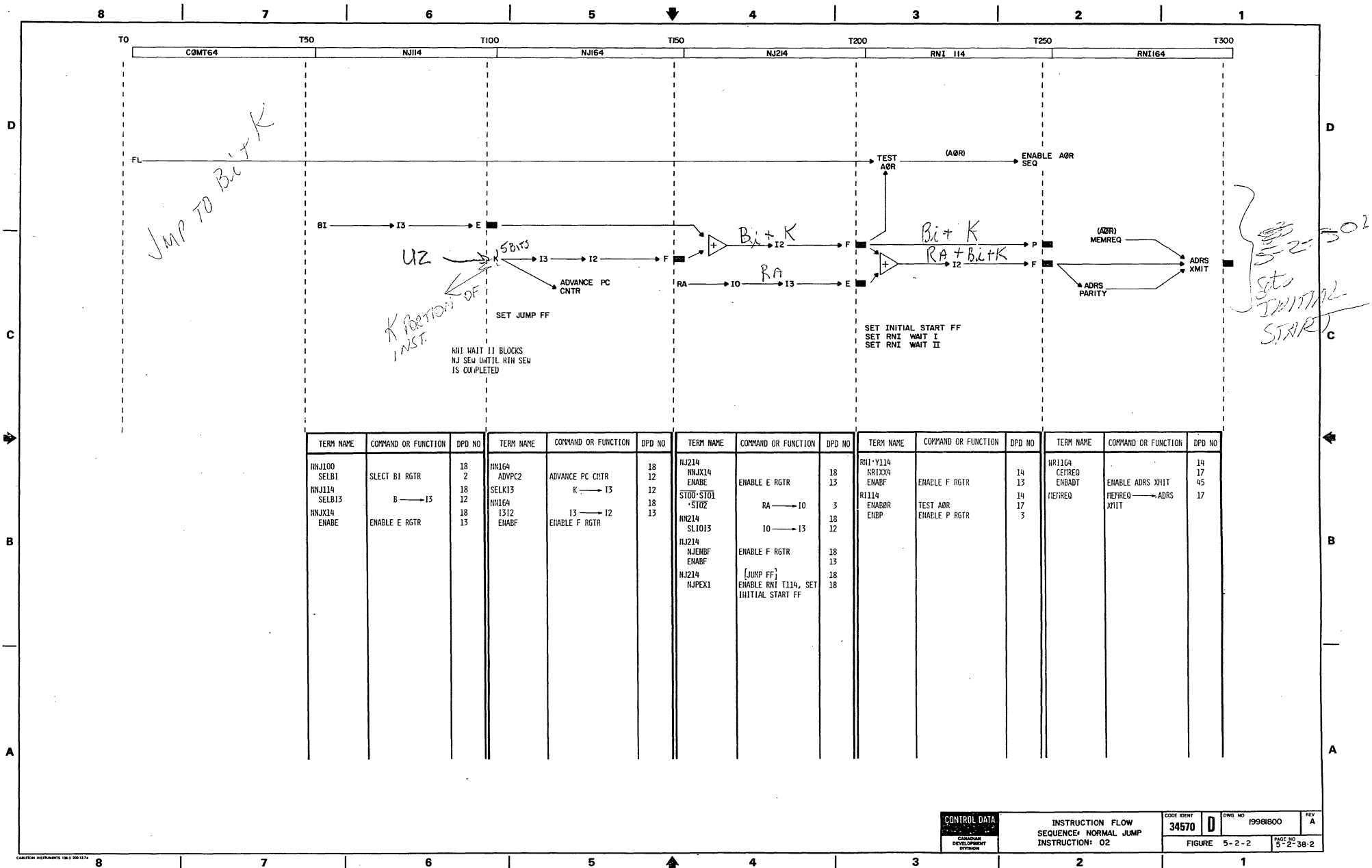
The 02 instruction performs an unconditional jump to the address specified by the contents of index register Bi, plus the K portion of the instruction. The branch address is K when i = 0.

The conditional jump instructions 030-037, 04-07 branch to address K if the jump condition specified by the instruction is met. Jump conditions are defined as follows:

02	Unconditional
030	Xj = All "1's" or "0's" (60 bits)
031	Xj \neq All "1's" or "0's" (60 bits)
032	XSR1 (Xj Positive)
033	XSR1 (Xj Negative)
034	Xj exp \neq 3777 + 4000 (Xj in Range)
035	Xj exp = 3777 + 4000 (Xj Out of Range)
036	Xj exp \neq 1777 + 6000 (Xj Definite)
037	Xj exp = 1777 + 6000 (Xj Indefinite)
04	Bi = Bj All Pass . <u>EAC</u>
05	Bi \neq Bj <u>All Pass</u> + EAC
06	Bi \geq Bj . BSR1 . <u>BSR2</u> + BSR1 = BSR2 . F NEGATIVE
07	Bi < Bj <u>BSR1</u> . BSR2 + BSR1 = BSR2 . F POSITIVE

A successful test of a specified jump condition effects an RNI initial start operation. The next instruction is executed at address K after RA has been added. An unsuccessful test of the jump condition causes a sequence exit which effects an RNI for the next instruction in the current program.

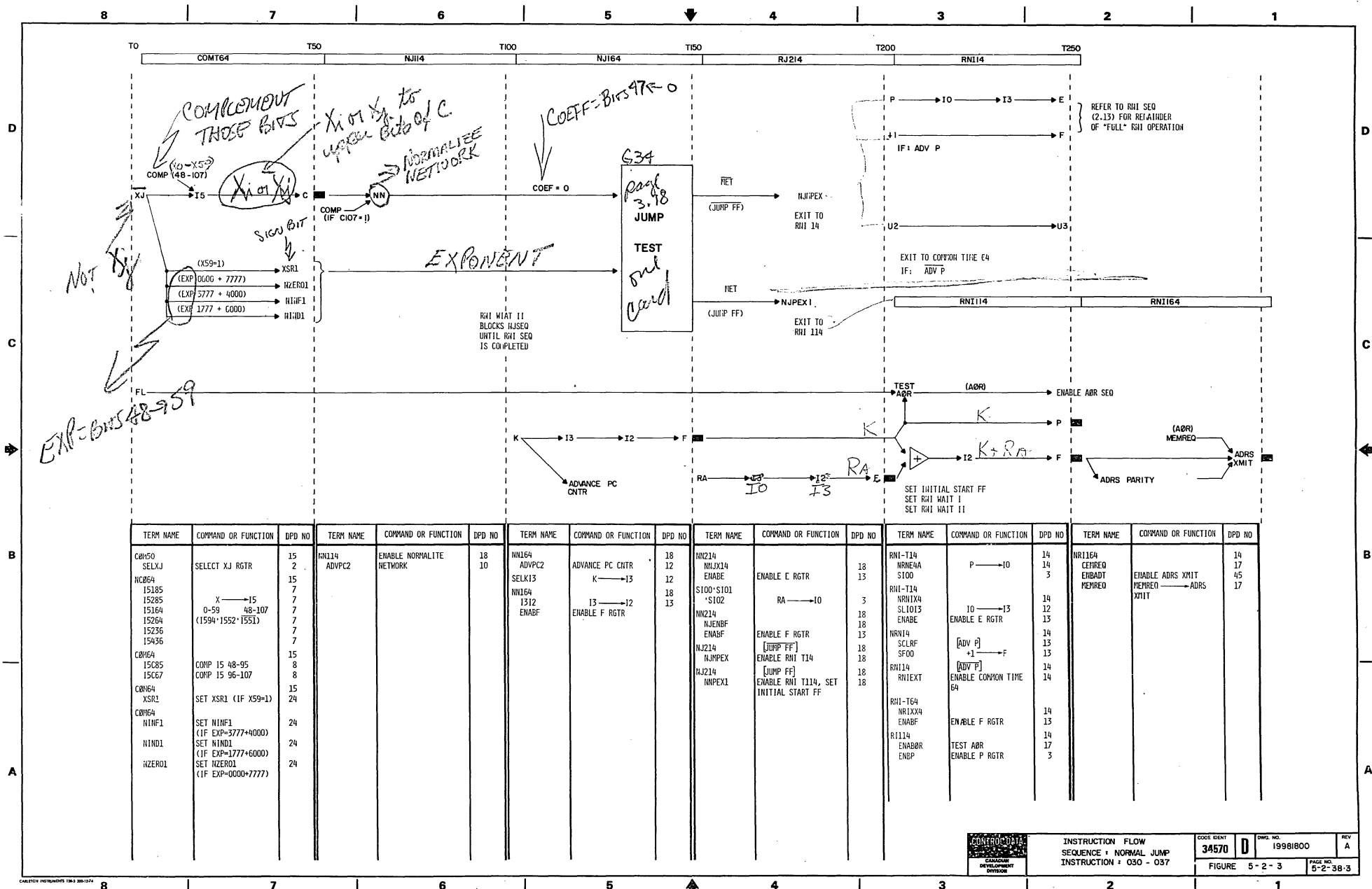
A jump to an address out of range enables the AOR sequence (CPU 3.17). The CPU response is dependent on whether the appropriate exit mode selection was made and the monitor flag /MEJ/CEJ condition.

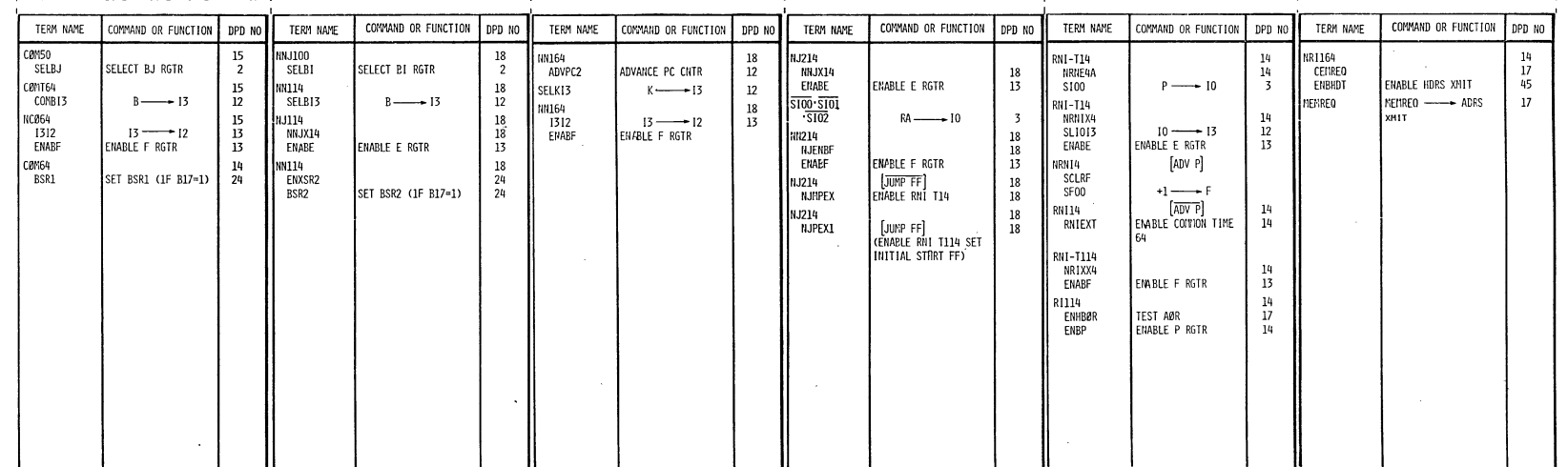


CONTROL DATA
CAUTION
DEVELOPMENT
VERSION

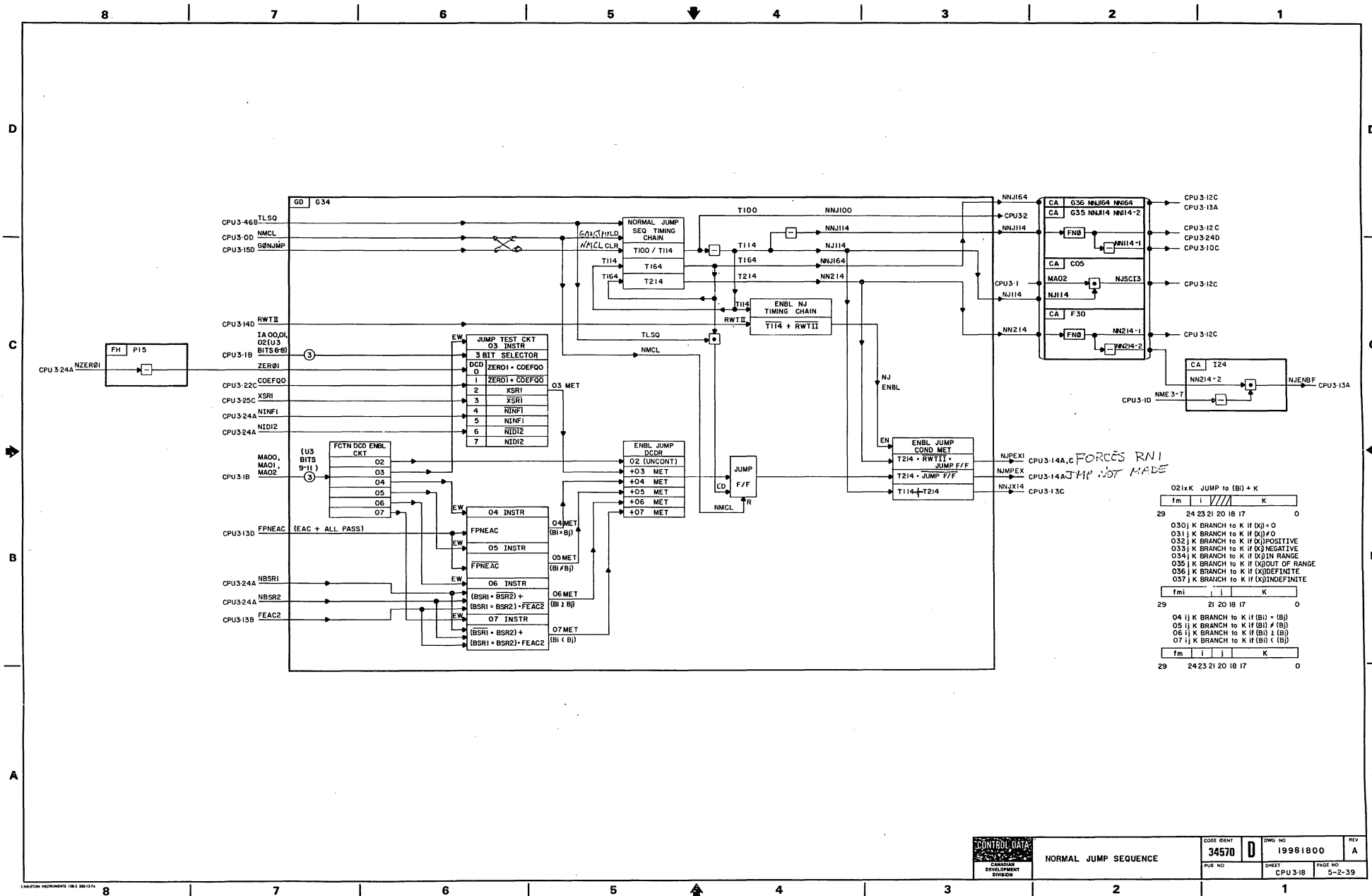
INSTRUCTION FLOW
SEQUENCE: NORMAL JUMP
INSTRUCTION: 02

CODE IDENT: 34570
D
FIGURE 5-2-2
PAGE NO: 5-2-2-38-2
REV: A





TERM NAME	COMMAND OR FUNCTION	DPD NO	TERM NAME	COMMAND OR FUNCTION	DPD NO	TERM NAME	COMMAND OR FUNCTION	DPD NO	TERM NAME	COMMAND OR FUNCTION	DPD NO	TERM NAME	COMMAND OR FUNCTION	DPD NO	TERM NAME	COMMAND OR FUNCTION	DPD NO
COM50		15	NNJ100		18	NN164		18	NJ214		18	RNI-T114		14	NN164		14
SELBJ	SELECT BJ RGTR	2	SELB1	SELECT B1 RGTR	2	ADVPC2	ADVANCE PC CNTR	12	NNJX14		12	NNRHE4A		14	CEHREO		17
COMT64		12	NN114		18	SELK13	K → 13	12	ENABE	ENABLE E RGTR	13	S100	P → 10	3	ENBHDT	ENABLE HDRS XHIT	45
COMB13	B → 13	12	SELB13	B → 13	12	NN164		18	S100-S101		13	RNI-T114		14	MEMREO	MEMREO → ADPS	17
NCB64		15	NHJ114		18	1312	13 → 12	13	RA → 10	RA → 10	3	NNR1X4		14			
1312	13 → 12	13	NNJX14		18	ENABF	ENH/BL E F RGTR	13			18	SL1013	10 → 13	12			
ENABF	ENABLE F RGTR	13	ENABE	ENABLE E RGTR	13						18	ENABE	ENABLE E RGTR	13			
COM64		14	NN114		18				EMBLE F RGTR	EMBLE F RGTR	13	NNR14	[ADV P]	14			
BSR1	SET BSR1 (IF B17=1)	24	ENKSR2	SET BSR2 (IF B17=1)	24				[JUMP FF]	[JUMP FF]	18	SCLFR	+1 → F	14			
			BSR2		24				ENABLE RNI T14	ENABLE RNI T14	18	SFOO	[ADV P]	14			
											18	RNI14	ENABLE COTTON TIME	14			
											18	RNIEXT	64	14			
									[JUMP FF]	[JUMP FF]							
									(ENABLE RNI T114 SET	(ENABLE RNI T114 SET		RNI-T114		14			
									INITIAL START FF)	INITIAL START FF)		NNR1X4		13			
												ENABF	ENABLE F RGTR	14			
												R1114		17			
												ENHBR	TEST ADR	14			
												ENBP	ENABLE P RGTR	14			



DETAILED PAK DIAGRAM (CPU 3.19)

RETURN JUMP SEQUENCE

The return jump sequence controls operations necessary to perform the following instructions:

00xxx	Monitor Stop (Error Exit to MA)
010xK	Return Jump to K
013jK	Central Exchange Jump

RETURN JUMP 010

The 010 instruction stores an unconditional jump instruction (0400) to the current program address plus one (P + 1) in the upper half of memory location K + RA, then branches to K + 1 + RA for the next instruction.

A jump to an address out of range enables the AOR sequence (CPU 3.17). The CPU response is dependent on whether the appropriate exit mode selection was made and the monitor flag /MEJ/CEJ condition.

CENTRAL EXCHANGE JUMP 013

The 013 instruction is enabled or disabled by the MEJ/CEJ switch on the dead start panel. If the switch is enabled, the return jump sequence allows the processor to send an exchange request (EXJREQ) to CMC. CMC then responds with request exchange (REQEXJ), which enables the exchange jump sequence (CPU 3.20) and unconditionally exchange jumps the CPU, regardless of the state of the monitor flag bit. However, instruction action differs depending on whether the monitor flag bit is set or clear:

Monitor Flag clear

The exchange sequence (CPU 3.20) makes the starting address for the exchange from the 18-bit monitor address register (MA). During the exchange, the monitor flag bit is set.

Monitor Flag set

The exchange sequence (CPU 3.20) takes the 18-bit starting address formed by adding K to the contents of Bj during the return jump sequence. During the exchange, the monitor flag bit is cleared.

If the MEJ/CEJ switch is in the disable position, the 013 instruction is illegal. The return jump sequence detects the illegal condition. NSETIL sets the illegal FF (CPU 3.27). The illegal FF, in turn, sets the error exit FF (CPU 3.17). Error exit clears the U3 instruction register and forces a return jump error exit sequence.

MONITOR STOP (Error Exit to MA) 00

The 00 instruction is enabled or disabled by the MEJ/CEJ switch on the dead start panel. The return jump sequence is enabled by an instruction decode of 00, or by an error exit that caused the U3 register to be cleared and thus forced an instruction decode of 00. With the MEJ/CEJ switch in the disable position, the processor has no central.exchange or monitor exchange jump capability, so the return jump sequence clears the run FF and stops the processor.

In the enable position, the processor has the exchange jump capability, so the 00 instruction is executed in two passes through the return jump sequence.

The first pass records at RA a monitor stop instruction (00), the exit condition bits (EE), and the program address at exit time in the following format:

Store at RA

00	00	xxxxxx	0000000000
	Error	P Register	
	bits	(Program Address)	

The return jump sequence then waits until CMC responds with an accept. Since the return jump wait FF is set, accept allows setting the RNI initial start FF by generating NRTJEX (CPU 3.16). The RNI sequence, using the P register cleared to zeros during the first return jump pass, reads the 00 instruction at RA. The 00 instruction enables the return jump sequence for the second pass. The second pass generates exchange request (EXJREQ) if the monitor flag is clear. If the monitor flag is set, the run FF is cleared and the CPU stops.

The error response conditions with MEJ/CEJ enabled and monitor flag set or clear, or MEJ/CEJ disabled, are detailed tables 5-2-14 and 5-2-15.

MONITOR FLAG

TABLE 5-2-14. ERROR RESPONSE WITH MEJ/CEJ ENABLED, MF SET

Error Condition	Error Response	
	Exit Mode Selected	Exit Mode Not Selected
Illegal instruction	<ol style="list-style-type: none"> 1. Execute the illegal instruction as if it were a pass. 2. Stop CPU. 3. Store P and exit condition bits at RAC. 4. Clear P. 	<ol style="list-style-type: none"> 1. Execute the illegal instruction as if it were a pass. 2. Stop CPU. 3. Store P and exit condition bits at RAC. 4. Clear P.
Exit condition bit 48 set by an increment read of an address out of range	<ol style="list-style-type: none"> 1. Read all zeros to the selected X register. 2. Stop CPU. 3. Store P and exit condition bits at RAC. 4. Clear P. 	<ol style="list-style-type: none"> 1. Read all zeros to the selected X register. 2. Continue execution.
Exit condition bit 48 set by an increment write of an address out of range	<ol style="list-style-type: none"> 1. Block write operation, contents of CM is unchanged. 2. Stop CPU. 3. Store P and exit condition bits at RAC. 4. Clear P. 	<ol style="list-style-type: none"> 1. Block write operation, contents of CM is unchanged. 2. Continue execution.
Exit condition bit 48 set on RNI or branch out of range	<ol style="list-style-type: none"> 1. Stop CPU. 2. Store P and exit condition bits at RAC. 3. Clear P. 	<ol style="list-style-type: none"> 1. Stop CPU. 2. Store P and exit condition bits at RAC. 3. Clear P.
Exit condition bit 48 set on CMU instruction a. C1 or C2 > 9 b. K1 or K2 address out of range	<ol style="list-style-type: none"> 1. Condition (a) causes instruction to execute as pass. Condition (b) causes instruction moves or compares up to the point of address out of range. 2. Stop CPU. 3. Store P and exit condition at RAC. 4. Clear P. 	<ol style="list-style-type: none"> 1. Condition (a) causes instruction to execute as pass. Condition (b) causes instruction moves or compares up to the point of address out of range. 2. Continue with next 60-bit instruction.

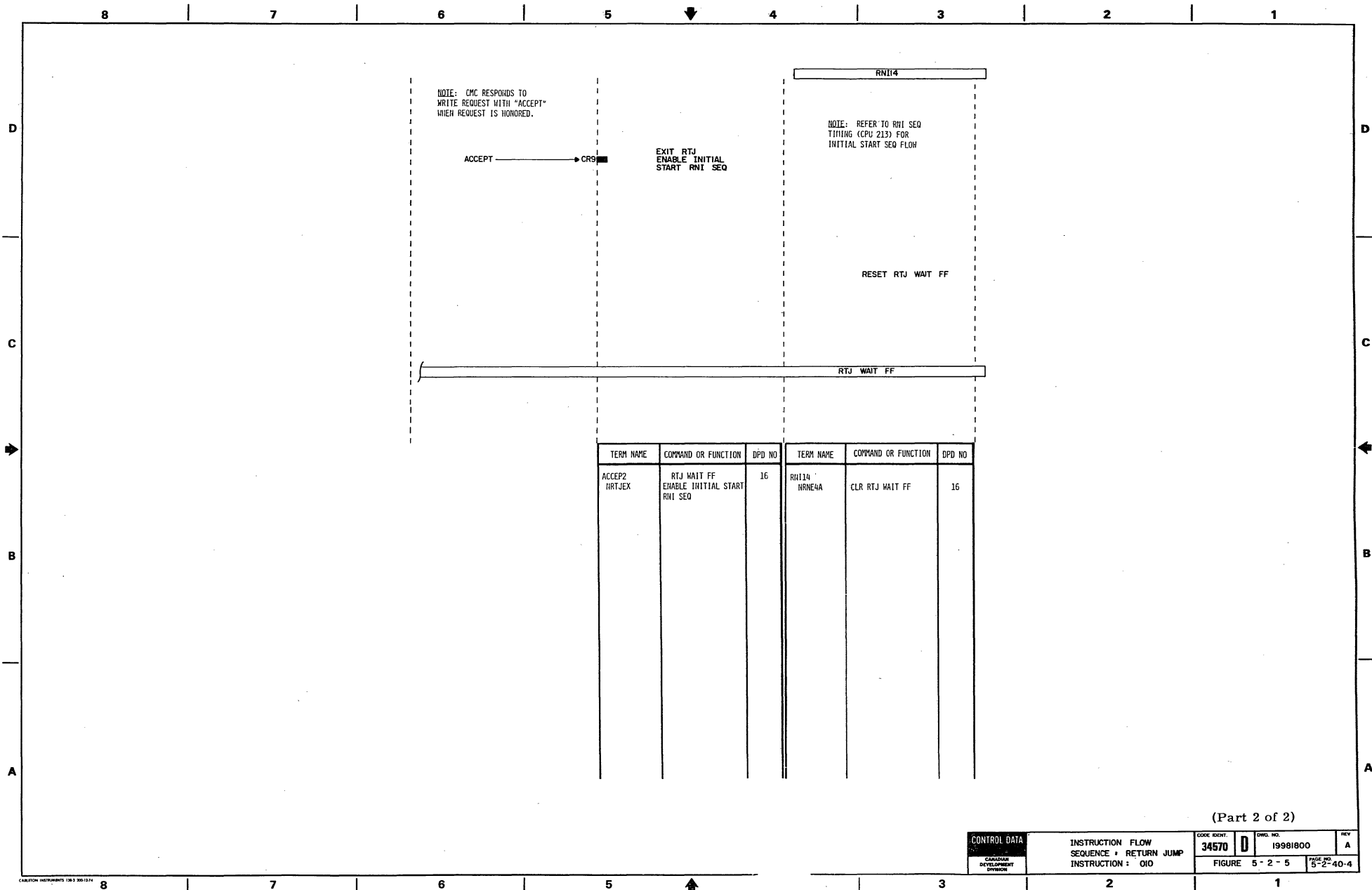
Error Condition	Error Response	
	Exit Mode Selected	Exit Mode Not Selected
Exit condition bit 48 set by an ECS address range check	<ol style="list-style-type: none"> 1. Force ECS instruction to execute as a pass instruction. 2. Stop CPU. 3. Store P and exit condition bits at RAC. 4. Clear P. 	<ol style="list-style-type: none"> 1. Force ECS instruction to execute as a pass instruction. 2. Exit to next 60-bit word. 3. Continue execution with next 60-bit word.
Infinite condition (bit 49) Indefinite condition (bit 50) ECS flag register parity (bit 51) CMC input error condition (bit 52) CM data error condition (bit 53)	<ol style="list-style-type: none"> 1. Stop CPU. 2. Store P and exit condition bits at RAC. 3. Clear P. 	<ol style="list-style-type: none"> 1. Continue execution.
CMC input error condition (bit 52)	<ol style="list-style-type: none"> 1. Block write operation, contents of CM is unchanged. 2. Stop CPU. 3. Store P and exit condition bits at RAC. 4. Clear P. 	<ol style="list-style-type: none"> 1. Block write operation, contents of CM is unchanged. 2. Continue execution.
00 instruction	<ol style="list-style-type: none"> 1. Stop CPU. 2. Store P and exit condition bits at RAC. 3. Clear P. 	<ol style="list-style-type: none"> 1. Stop CPU. 2. Store P and exit condition bits at RAC. 3. Clear P.
Breakpoint signal from CMC (refer to breakpoint notes)	<ol style="list-style-type: none"> 1. Execute remaining parcels of 60-bit word currently executing. 2. Stop CPU. 3. Store P and exit condition bits at RAC. 4. Clear P. 	<ol style="list-style-type: none"> 1. Execute remaining parcels of 60-bit word currently executing. 2. Stop CPU. 3. Store P and exit condition bits at RAC. 4. Clear P.

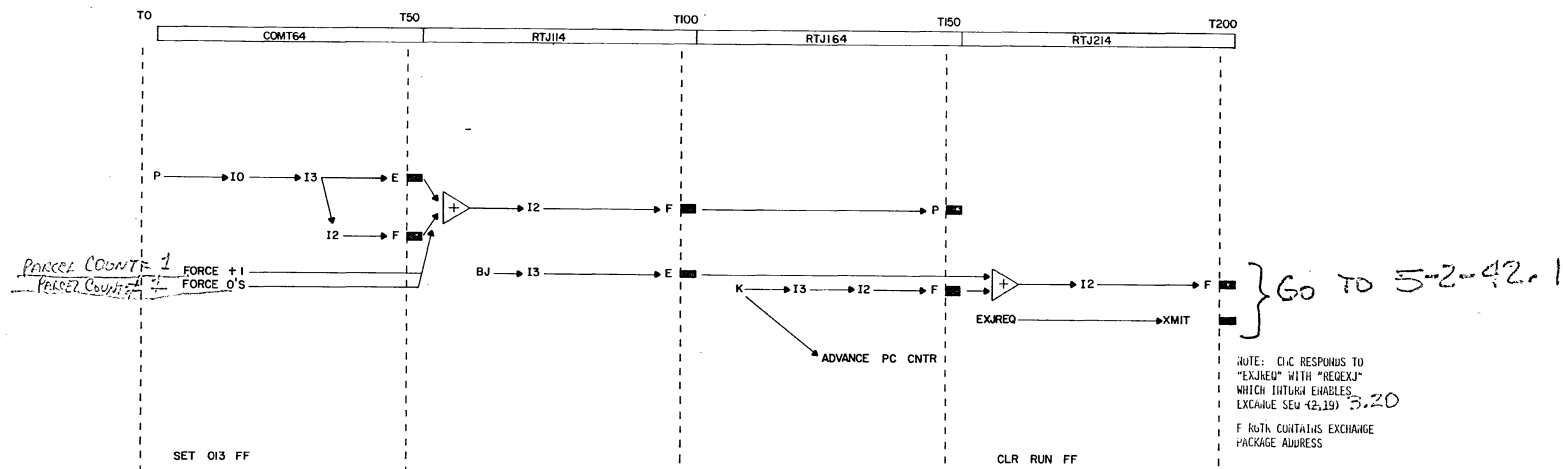
MONITOR FLAG.

TABLE 5-2-15. ERROR RESPONSE WITH MEJ/CEJ ENABLED, MF CLEAR

Error Condition	Error Response	
	Exit Mode Selected	Exit Mode Not Selected
Illegal instruction	<ol style="list-style-type: none"> 1. Execute the illegal instruction as if it were a pass. 2. Stop CPU. 3. Store P and exit condition bits at RAC. 4. Clear P. 5. Exchange jump to MA and set MF. 	<ol style="list-style-type: none"> 1. Execute the illegal instruction as if it were a pass. 2. Stop CPU. 3. Store P and exit condition bits at RAC. 4. Clear P. 5. Exchange jump to MA and set MF.
Exit condition bit 48 set by an increment read of an address out of range	<ol style="list-style-type: none"> 1. Read all zeros to the selected X register. 2. Stop CPU. 3. Store P and exit condition bits at RAC. 4. Clear P. 5. Exchange jump to MA and set MF. 	<ol style="list-style-type: none"> 1. Read all zeros to the selected X register. 2. Continue execution.
Exit condition bit 48 set due to an increment write of an address out of range	<ol style="list-style-type: none"> 1. Block write operation, contents of CM is unchanged. 2. Stop CPU. 3. Store P and exit condition bits at RAC. 4. Clear P. 5. Exchange jump to MA and set MF. 	<ol style="list-style-type: none"> 1. Block write operation, contents of CM is unchanged. 2. Continue execution.
Exit condition bit 48 set due to an RNI or branch address out of range	<ol style="list-style-type: none"> 1. Stop CPU. 2. Store P and exit condition bits at RAC. 3. Clear P. 4. Exchange jump to MA and set MF. 	<ol style="list-style-type: none"> 1. Stop CPU. 2. Store P and exit condition bits at RAC. 3. Clear P. 4. Exchange jump to MA and set MF.
Exit condition bit 48 set on CMU instruction a. C1 or C2 > 9 b. K1 or K2 address out of range	<ol style="list-style-type: none"> 1. Condition (a) causes instruction to execute as pass. Condition (b) causes instruction moves or compares up to the point of address out of range. 2. Stop CPU. 3. Store P and exit condition at RAC. 4. Clear P. 5. Exchange jump to MA and set MF. 	<ol style="list-style-type: none"> 1. Condition (a) causes instruction to execute as pass. Condition (b) causes instruction moves or compares up to the point of address out of range. 2. Continue with next 60-bit instruction.

Error Condition	Error Response	
	Exit Mode Selected	Exit Mode Not Selected
Exit condition bit 48 set by an ECS address range check	<ol style="list-style-type: none"> 1. Force ECS instruction to execute as a pass instruction. 2. Stop CPU. 3. Store P and exit condition bits at RAC. 4. Clear P. 5. Exchange jump to MA and set MF. 	<ol style="list-style-type: none"> 1. Force ECS instruction to execute as a pass instruction. 2. Continue execution with next 60-bit word.
Infinite condition (bit 49) Indefinite condition (bit 50) ECS flag register parity (bit 51) CMC input error condition (bit 52) CM data error condition (bit 53)	<ol style="list-style-type: none"> 1. Stop CPU. 2. Store P and exit condition bits at RAC. 3. Clear P. 4. Exchange jump to MA and set MF. 	<ol style="list-style-type: none"> 1. Continue execution.
CMC input error condition (bit 52)	<ol style="list-style-type: none"> 1. Block write operation, contents of CM is unchanged. 2. Stop CPU. 3. Store P and exit condition bits at RAC. 4. Clear P. 5. Exchange jump to MA and set MF. 	<ol style="list-style-type: none"> 1. Block write operation, contents of CM is unchanged. 2. Continue execution.
00 instruction	<ol style="list-style-type: none"> 1. Stop CPU. 2. Store P and exit condition bits at RAC. 3. Clear P. 4. Exchange jump to MA and set MF. 	<ol style="list-style-type: none"> 1. Stop CPU. 2. Store P and exit condition bits at RAC. 3. Clear P. 4. Exchange jump to MA and set MF.
Breakpoint signal from CMC (refer to breakpoint notes)	<ol style="list-style-type: none"> 1. Execute remaining parcels of 60-bit word currently executing. 2. Stop CPU. 3. Store P and exit condition bits at RAC. 4. Clear P. 5. Exchange jump to MA and set MF. 	<ol style="list-style-type: none"> 1. Execute remaining parcels of 60-bit word currently executing. 2. Stop CPU. 3. Store P and exit condition bits at RAC. 4. Clear P. 5. Exchange jump to MA and set MF.





TERM NAME	COMMAND OR FUNCTION	DPD NO	TERM NAME	COMMAND OR FUNCTION	DPD NO	TERM NAME	COMMAND OR FUNCTION	DPD NO	TERM NAME	COMMAND OR FUNCTION	DPD NO
NC064		15	HR100B	[PC=1]	19	RTJ164		19	RTJ214		19
S100	P → 10	3	SCLRF	CLR F RGTR	13	NRJ0X4		19	NRJ14A	ENABLE F RGTR	13
ENABE	ENABLE E RGTR	13	SFOO	+1 → F		I312	13 → 12	13	ENABF	[O13 FF]	19
CR1013		15	RTJ114		19	ENABF	ENABLE F RGTR	13	RTJ214	CLR RUN FF	19
SL1013	10 → 13	12	NRJ14A	ENABLE E RGTR	13	RTJ164		19	CLRRUN		19
NC064		15	ENABE	ENABLE F RGTR	13	NRJ0X4		19	RTJ214	EXJREQ	19
I312	13 → 12	13	ENABF		13	ENBP	ENABLE P RGTR	3			
EN BF	ENABLE F RGTR	13	HRJ100	SELECT BJ RGTR	2	HR16AA		19			
O13	SET O13 FF	19	SELBJ		9	SELK13	K → 13	12			
			HRJ14A		12	ADVPC2	ADVANCE PC CNTR	14			
			SELB13	B → 13	13						
			HR100A	[PC=1]	19						
			CLRF	CLR F RGTR	13						
			CLRF00	0 → F0	13						

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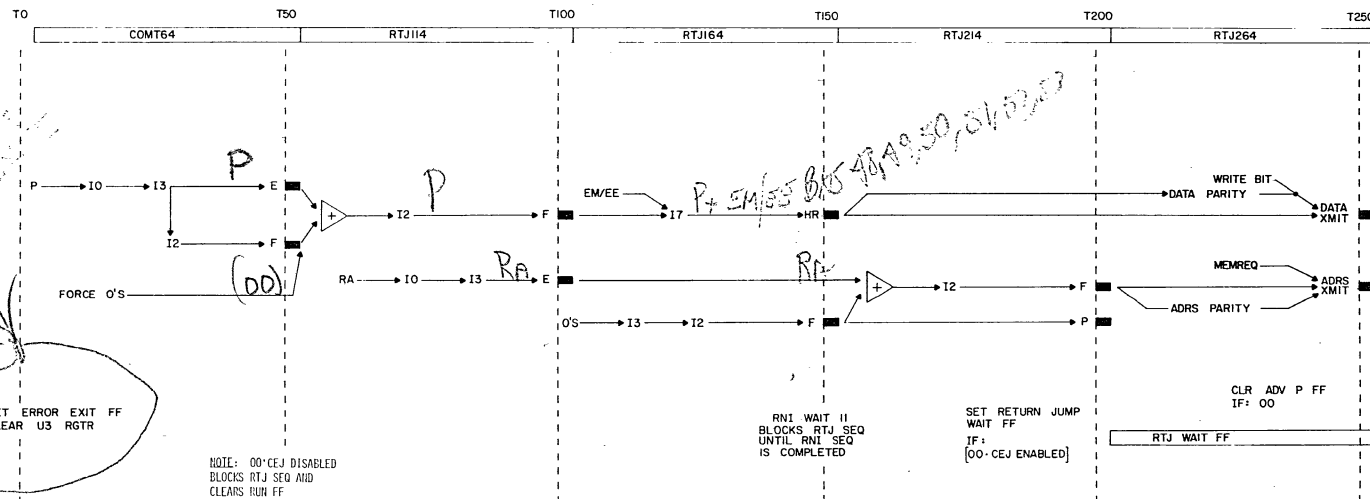
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- NOTES: An "EL" SEQUENCE OCCURS UPON:
- 1) ILLLEGAL INSTRUCTION
013-PC
013-CEJ DISABLED
014 + 015 + 016 + 017
ECS ILLLEGAL
CWD ILLLEGAL
 - 2) 30 BIT ILLLEGAL
 - 3) EXIT CONDITION SENSED
ADR
INDEFINITE
INFINITE
ADRS PARITY
DATA PARITY
DOUBLE ERROR
 - 4) BREAKPOINT SENSED
- ERROR EXIT FF (2.16) IS SET AT SEQUENCE EXIT. ERROR EXIT FF GENERATES "CLRUS" TO CLEAR U3 INSTRUCTION OR DECODE RGTR.



TERM NAME	COMMAND OR FUNCTION	DPD NO	TERM NAME	COMMAND OR FUNCTION	DPD NO	TERM NAME	COMMAND OR FUNCTION	DPD NO	TERM NAME	COMMAND OR FUNCTION	DPD NO	TERM NAME	COMMAND OR FUNCTION	DPD NO
HC864		15	NR100A		19	NR164B		19	RTJ214		19	NRJ264		19
S100	P → 10	3	CLR		13	SE17		45	NRJXN		3	CEHREQ		17
ENABE	ENABLE E RGTR	13	CLRF00	0 → F	13	RTJ164		19	ENBP	ENABLE P RGTR	19	MEMREQ	MEMREQ → ADRS	17
C01013		15	S100-S101		3	NRJXN4		19	RTJ214	ENABLE F RGTR	19	ENBADI	CLOCK ADRS XMIT	17
SL1013	10 → 13	12	*S102	RA → 10	3	1312		13	NRX14A		19	NR264	WRITE BIT → DATA	45
HC864		15	RTJ114		19	ENABF	ENABLE F RGTR	13	RTJ214	[00-CEJ ENABLED]	19	ENBWT	WRITE	45
1312	13 → 12	13	NRJX14	10 → 13	19	RTJ150		19	RTJWAIT	SET RTJ WAIT FF	16	DWRITE	CLOCK DATA XMIT	45
ENABF	ENABLE F RGTR	13	SL1013		12	SF17		45				RTJ264	SET 013FF	19
G0RTJ	[00-CEJ DISABLED]		RTJ114		19	ENBHR		45				NR264	CLR ADV P FF	19
CLR RUN	CLR RUN FF	19	ENABE	ENABLE E RGTR	13									14
			ENABF	ENABLE F RGTR	13									

(Part 1 of 2)

CONTROL DATA	INSTRUCTION FLOW SEQUENCE: RETURN JUMP INSTRUCTION: ERROR EXIT, 00-EE- CEJ ENABLED	CODE IDENT 34570	DWG NO 19981800	REV A
CANADIAN DEVELOPMENT DIVISION	FIGURE 5-2-7	PAGE NO 5-2-40-6		

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WRONG! PROLOG @ RA
conversion in monitor.

NOTE: CMC RESPONDS TO
WRITE REQUEST WITH
"ACCEPT" WHEN REQUEST
IS HONORED

ACCEPT → CR9

RNI14

NOTE: REFER TO RNI SEQ
TIMING (CPU2.13) FOR
INITIAL START SEQ FLOW

RESET RTJ WAIT FF

RTJ WAIT FF

O13 FF

O13 FF

SET O13 FF
IF:
[00-ERREXT +]
[O13 FF-ERREXT]

NOTE: SETTING OF O13 FF
CAUSES "RED EXJ" TO BE
GENERATED ON NEXT RTJ SEQ
(OO AFTER EE) IF MONITOR
FLAG CLEAR

TERM NAME	COMMAND OR FUNCTION	DPD NO	TERM NAME	COMMAND OR FUNCTION	DPD NO
ACCEP2 NRTJEX	[RTJ WAIT FF] ENABLE INITIAL START RNI SEQ	16	RNI14 NRNE4A	CLR RTJ WAIT FF	16

(Part 2 of 2)



INSTRUCTION FLOW
SEQUENCE: RETURN JUMP
INSTRUCTION: ERROR EXIT,
OO-EE-CEJ ENABLED

CODE IDENT 34570	DWG NO 19981800	REV A
FIGURE 5-2-7		PAGE NO. 5-2-40-7

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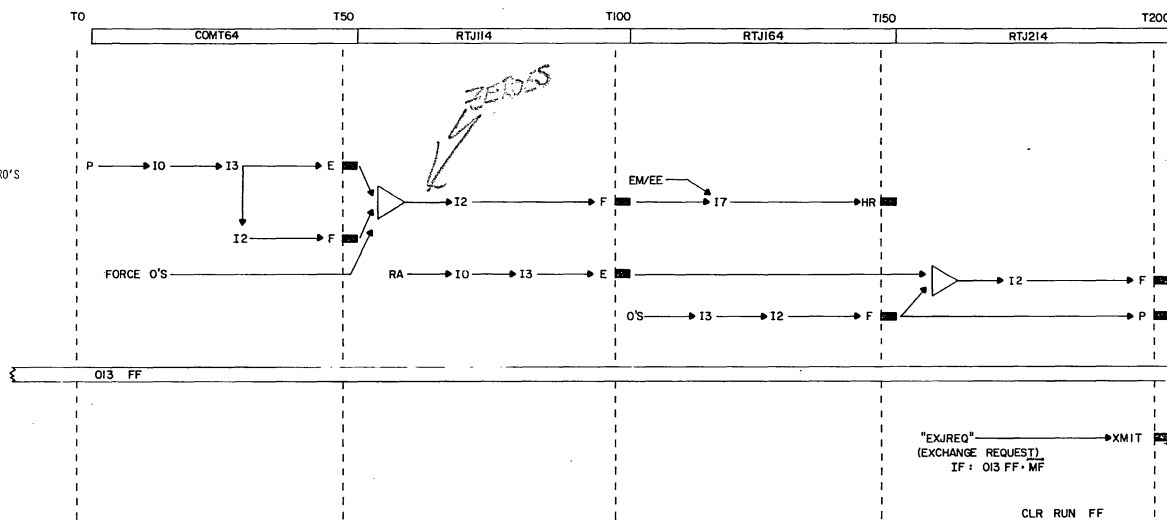
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NOTE: P RGR CLEARED TO ZERO'S
DURING FIRST PASS RTJ SEQ
EXJ 013 FF SET DURING FIRST
PASS RTJ SEQ BY

00-ERREXT*
013 FF-ERREXT



NOTE: CPU RESPONDS TO
"EXJREQ" WITH "RECEXJ"
WHICH RETURN ENABLES
EXCHANGE SEQ (2.19)

ADDRESS 15 MA

013 FF
RESET BY
NMCL

NOTE: IF MONITOR FLAG (MF)
IS SET, THE CPU WILL NOT
GENERATE "EXJREQ" THE CPU
THUS STOPS WITH THE RUN FF
CLEARED.

TERM NAME	COMMAND OR FUNCTION	DPD NO	TERM NAME	COMMAND OR FUNCTION	DPD NO	TERM NAME	COMMAND OR FUNCTION	DPD NO	TERM NAME	COMMAND OR FUNCTION	DPD NO
HC064		15	NR100A	CLR F RGR	19	NR164B	ENVEE → 17-48-53	19	RTJ214	NRXXN	19
S100	P → 10	3	CLR		13	SEE17		45	NRXXN		3
ENABE	ENABLE E RGR	13	CLRF	0 → F	13	RTJ164		19	ENBP	ENABLE P RGR	19
CO1013		15	ST00-ST01		3	NRJXX4		19	RTJ214	ENABLE F RGR	19
SL1013	10 → 13	12	ST02	RA → 10	3	1312	13 → 12	13	NRX14A	ENABLE F RGR	19
HC064		15	RTJ114		19	ENABF	ENABLE F RGR	13	RTJ214	[013 FF]	19
1312	13 → 12	13	NRJX14	10 → 13	12	RTJ150	F0-17 → 17-30-47	19	CLRRUN	CLR RUN FF	19
ENABF	ENABLE F RGR	13	SL1013		19	SF17			RTJ214	[013 FF · RFLAG]	19
			RTJ114		19	ENBHR	ENABLE HR RGR		EXJREQ	EXJREQ → XMIT	19
			NRX14A		13						
			ENABE	ENABLE E RGR	13						
			ENABF	ENABLE F RGR	13						

CLR RUN FF

"EXJREQ"
(EXCHANGE REQUEST)
IF: 013 FF · MF

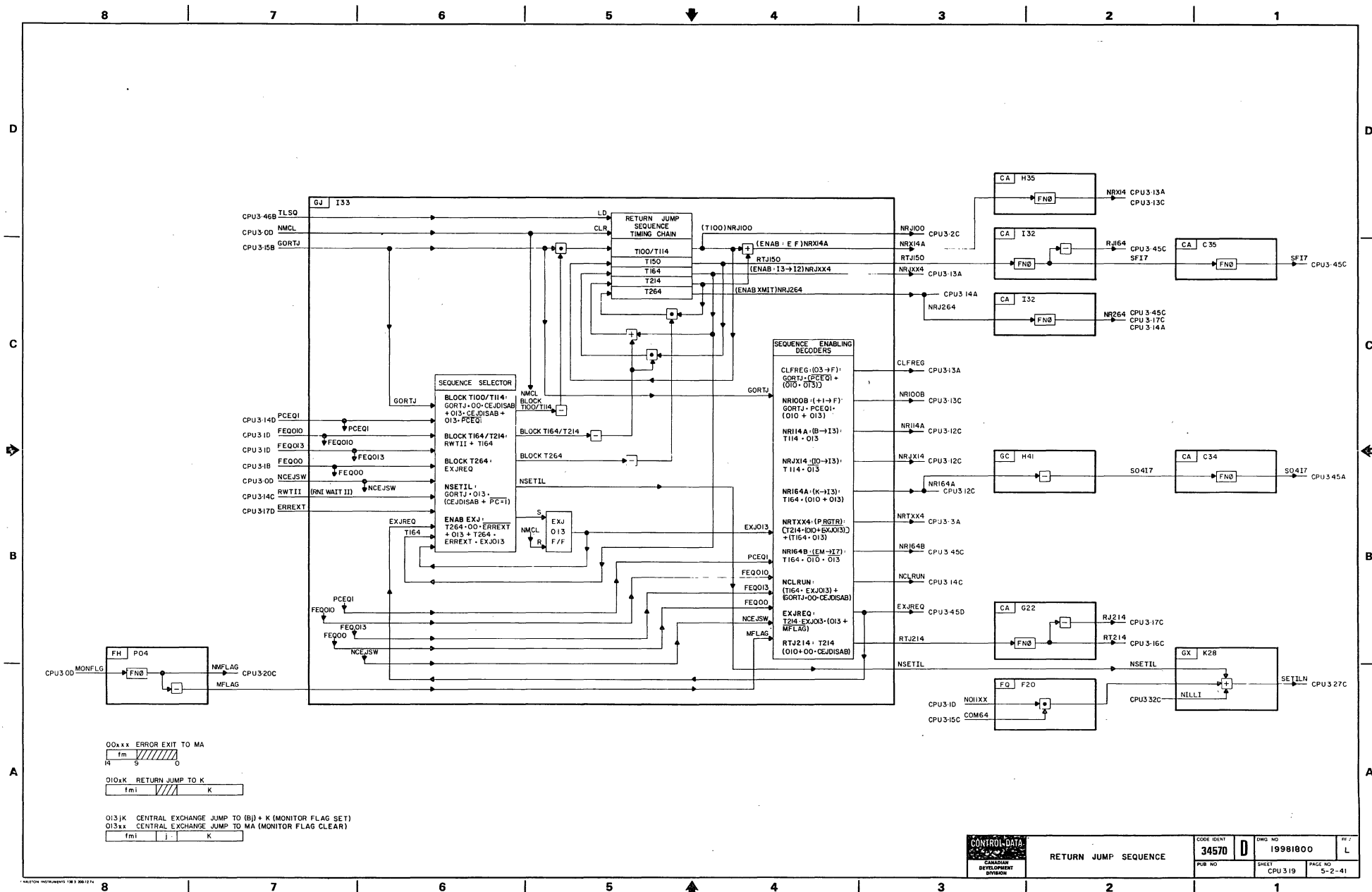
XMIT

NOTE:
EXJREQ BLOCKS RTJ264
SEQ TIMING

CONTROL DATA
CAVARIAN
DEVELOPMENT
DIVISION

INSTRUCTION FLOW
SEQUENCE: RETURN JUMP
INSTRUCTION: 00 AFTER EE

CODE IDENT: 34570
DOW. NO.: 19981800
FIGURE 5-2-8
PAGE NO.: 5-2-40-8



DETAILED PAK DIAGRAM (CPU 3.20)

EXCHANGE SEQUENCE

An exchange jump can be issued from either the PPU or the CPU. An exchange jump interrupts the processor and causes it to exchange a 16-word package in central memory with the CPU registers. The package which the CPU receives contains all the initial operating parameters, and the package received by memory contains all the present operating parameters.

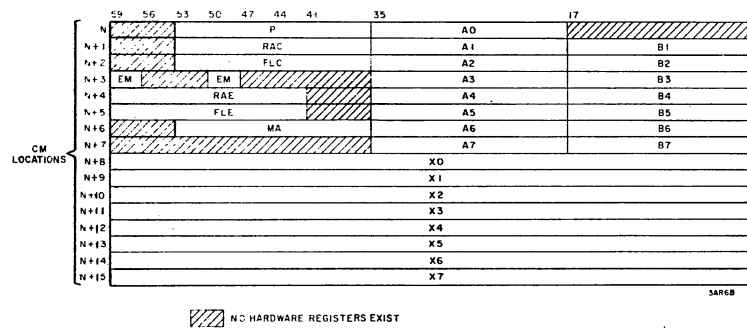
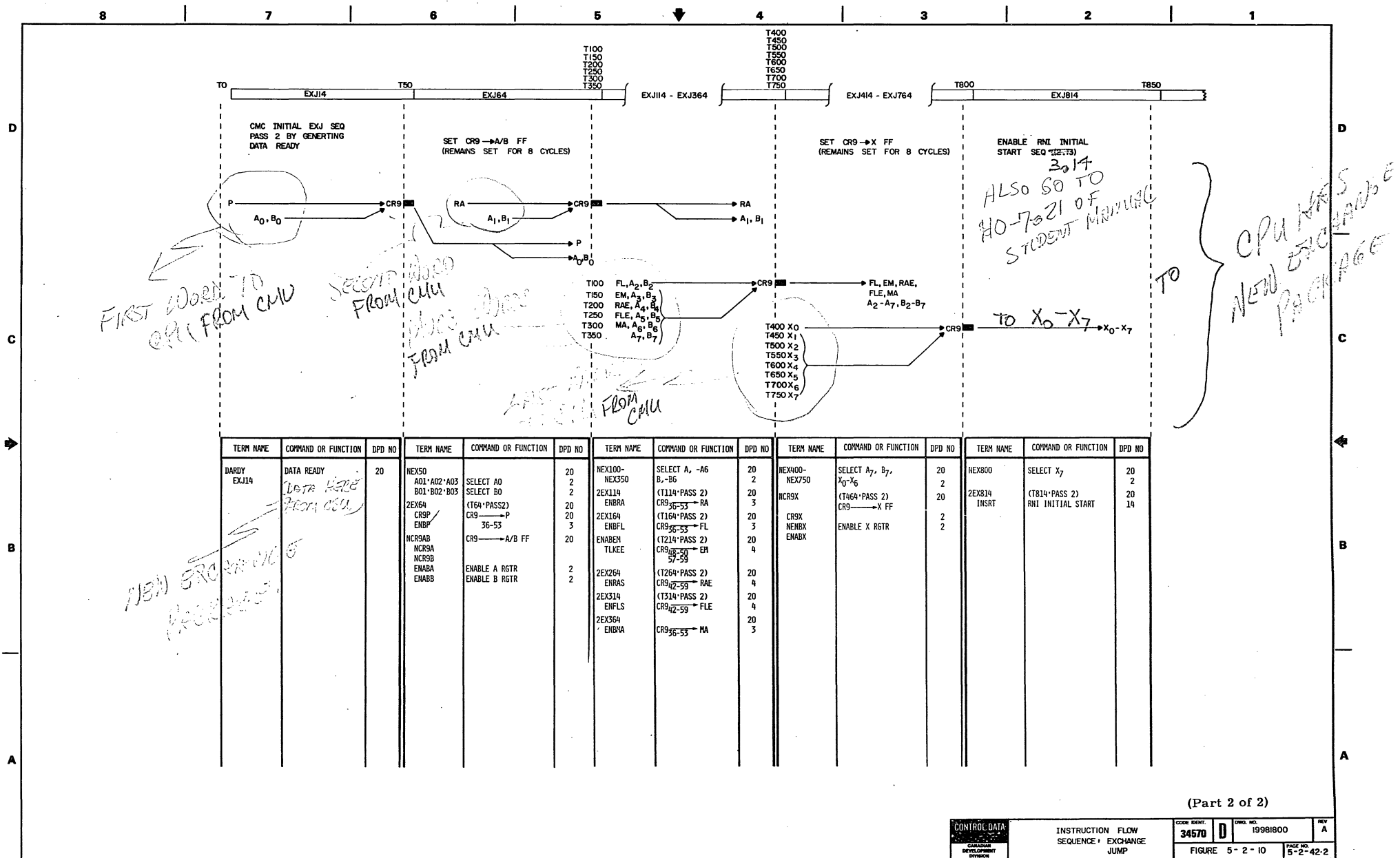


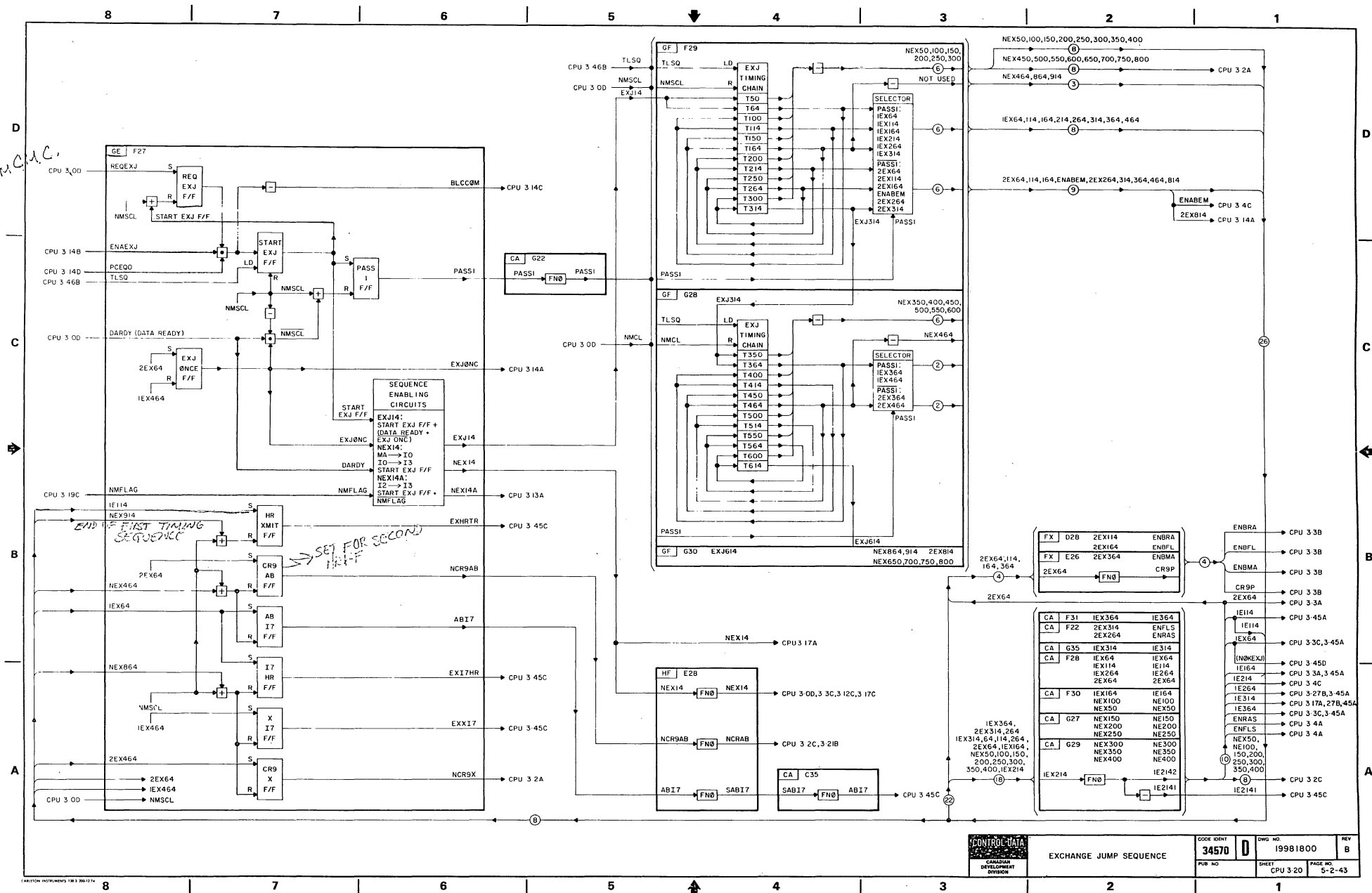
Figure 5-2-9. Exchange Package

The exchange sequence generates the necessary control signals to implement the exchange of data between the CPU and CMC. It also provides the internal controls to: enter the contents of the exchange package, interrupt the program currently being executed, and exchange the operating registers and control parameters with those of another program without information loss.

Whether the exchange request was first initiated by the CPU in response to a 013, 00/error exit instruction, or from the PPU, the exchange sequence is initiated by REQEXJ from CMC. An OK exchange signal (NOKEXJ) is returned to CMC when the parcel count = 0 at instruction exit or the CPU is stopped. These conditions ensure that all instructions of the last 60-bit word have been executed before initiating the exchange.

At the CPU, the exchange takes 1.4 usec to complete.





DETAILED PAK DIAGRAM (CPU 3.21)

INCREMENT SEQUENCE

The increment sequence controls the ones complement addition and subtraction of 18-bit fixed point operands for increment instructions 50-77, and controls the formation of 60-bit ones complement sum and difference values for integer instructions 36 and 37.

INCREMENT INSTRUCTIONS

SET A: 50ijk	Set Ai to (Aj) + K
51ijk	Set Ai to (Bj) + K
52ijk	Set Ai to (Xj) + K
53ijk	Set Ai to (Xj) + (Bk)
54ijk	Set Ai to (Aj) + (Bk)
55ijk	Set Ai to (Aj) - (Bk)
56ijk	Set Ai to (Bj) + (Bk)
57ijk	Set Ai to (Bj) - (Bk)

The 5x instructions perform a ones complement addition or subtraction of 18-bit operands. The 18-bit result is stored in address register Ai. Overflow is ignored, but an address range fault may result from overflow.

The first operand from the Aj, Bj or Xj register is selected at common time 64 and sent to the E register. For an operand selected from Xj, only the truncated lower 18 bits of the 60-bit word are sent to E.

The second operand selected at INC114 time from the Bk register or the K portion of the instruction itself (K = 18-bit signed constant) is sent to the F register. Selection of K causes the ADVPC2 signal to be generated (CPU 3-12) which, in turn, advances the parcel counter. The parcel counter will thus point to the next 15-bit instruction.

Addition or subtraction (by complement addition) of the two operands is performed through the F adder at INC164 time. The results are sent to the F register, and from F to the selected Ai register. If Ai \neq 0, a range test is performed on the quantity in the F register at INC214 time to determine if the program range limits have been exceeded.

A reference is made to central memory using the newly created absolute address plus the reference address from RA. The type of reference made is a function of the i designator value.

i = 0	No Memory Reference
i = 1-5	Read from Memory to Xi
i = 6, 7	Write into Memory from Xi

If the range test detected an address out of range condition, the following occurs independently of the exit mode selection.

If i = 1-5:	Xi is loaded with all zeros from CR9 and the contents of memory location Ai are unchanged.
If i = 6 or 7:	Xi retains its original contents and the contents of memory location Ai are unchanged.

SET B: 60ijk	Set Bi to (Aj) + K
61ijk	Set Bi to (Bj) + K
62ijk	Set Bi to (Xj) + K
63ijk	Set Bi to (Xj) + (Bk)
64ijk	Set Bi to (Aj) + (Bk)
65ijk	Set Bi to (Aj) - (Bk)
66ijk	Set Bi to (Bj) + (Bk)
67ijk	Set Bi to (Bj) - (Bk)

The 6x instructions perform a ones complement addition or subtraction of 18-bit operands. The 18-bit result is stored in increment register Bi. An overflow condition is ignored.

Operands for the 6x instructions are obtained in the same manner as described for the 5x instructions. A memory reference is not performed.

SET X:	70ijk	Set Xi to (Aj) + K
	71ijk	Set Xi to (Bj) + K
	72ijk	Set Xi to (Xj) + K
	73ijk	Set Xi to (Xj) + (Bk)
	74ijk	Set Xi to (Aj) + (Bk)
	75ijk	Set Xi to (Aj) - (Bk)
	76ijk	Set Xi to (Bj) + (Bk)
	77ijk	Set Xi to (Bj) - (Bk)

The 7x instructions perform a ones complement addition or subtraction of 18-bit operands. The 18-bit result is stored in the lower 18 bits of operand register Xi. The sign of the result is extended to the upper 42 bits of operand register Xi. An overflow condition is ignored.

Operands for the 7x instructions are obtained in the same manner as described for the 5x instructions. A memory reference is not performed. Sign extension is performed by the complement I5 control.

INTEGER SUM - DIFFERENCE

36ijk	Integer Sum of (Xj) and (Xk) to Xi
37ijk	Integer Difference of (Xj) and (Xk) to Xi

The 36 instruction forms a 60-bit ones complement sum of the quantities from operand registers Xj and Xk. Xj and Xk operands are considered as signed integers. Xj is sent to the D register, and Xk is sent to the C register. Integer addition is performed in the D adder, and the 60-bit result is stored in the Xi register. Overflow conditions are ignored.

The 37 instruction forms a 60-bit ones complement difference of the quantities from operand register Xj (minuend) and Xk (subtrahend). The 37 instruction allows the Xk complement to be sent to the C register; thus Xk is subtracted from Xj by complement addition through the D adder.

→ COMPLEMENT & ADD

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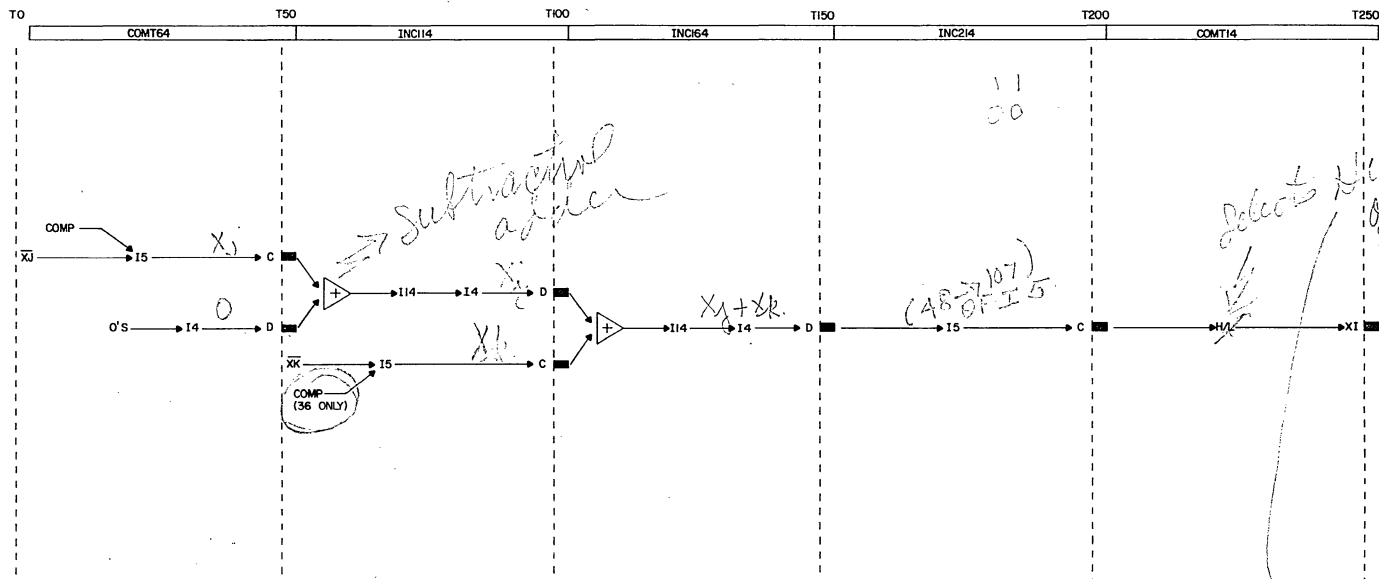
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TERM NAME	COMMAND OR FUNCTION	DPD NO	TERM NAME	COMMAND OR FUNCTION	DPD NO	TERM NAME	COMMAND OR FUNCTION	DPD NO	TERM NAME	COMMAND OR FUNCTION	DPD NO	TERM NAME	COMMAND OR FUNCTION	DPD NO
COM50		15	IT4S	D ADD → 114	5	IT4S	D ADD → 114	5	INC214	[FH3637]	21	COMX00		15
SELXJ	SELECT XJ RGTR	2	140-141	114 → 14	5	140-141	114 → 14	5	NI214A		21	SELX1	SELECT X1 RGTR	2
NC064			NI1X14	ENABD	21	NI1X14	ENABD	21	15085	D48-107 → 1548-107	7	CONENX	ENABLE WRITE STROBE	2
15185		7	ENABD	ENABLE D RGTR	5	ENABD	ENABLE D RGTR	5	15064		7	X RGTR		
15285	X0-59 → 1548-107	7	NI1100	SELECT XK RGTR	3				155136	(1554-1552-1551)	7	COMX00		15
15164		7	SXK		3				NI1X14	ENABLC	8	HLSL	SELECT HIGHER	10
15264		7	SELXK		3				ENABLC	ENABLE C RGTR	8			
15236	(1554-1552-1551)	7	NI1114		21				NI214A		21			
15436		7	15185	X0-59 → 1548-107	7				NI1X14	EXIT TO COMMON	21			
COM50		15	15285		7				COMEXT	TIME, RNI	14			
ENABLC	ENABLE C RGTR	8	15236	(1554-1552-1551)	7				SEQEXT		14			
NC064		15	15436		7									
140-141	OS → 14	5	INC114	[FNE036] 3.13	21									
NC050		15	ISC015	COMP 15	21									
ENABD	ENABLE D RGTR	5	NI1X14		21									
			ENABLC	ENABLE C RGTR	8									

CONTROL DATA
CANADIAN
DIGITAL EQUIPMENT
DIVISION

INSTRUCTION FLOW
SEQUENCE : INCR
INSTRUCTION : 36, 37

CODE IDENT.
34570

DWG. NO.
19981800

REV
A

FIGURE 5-2-11

PAGE NO.
5-2-44-2

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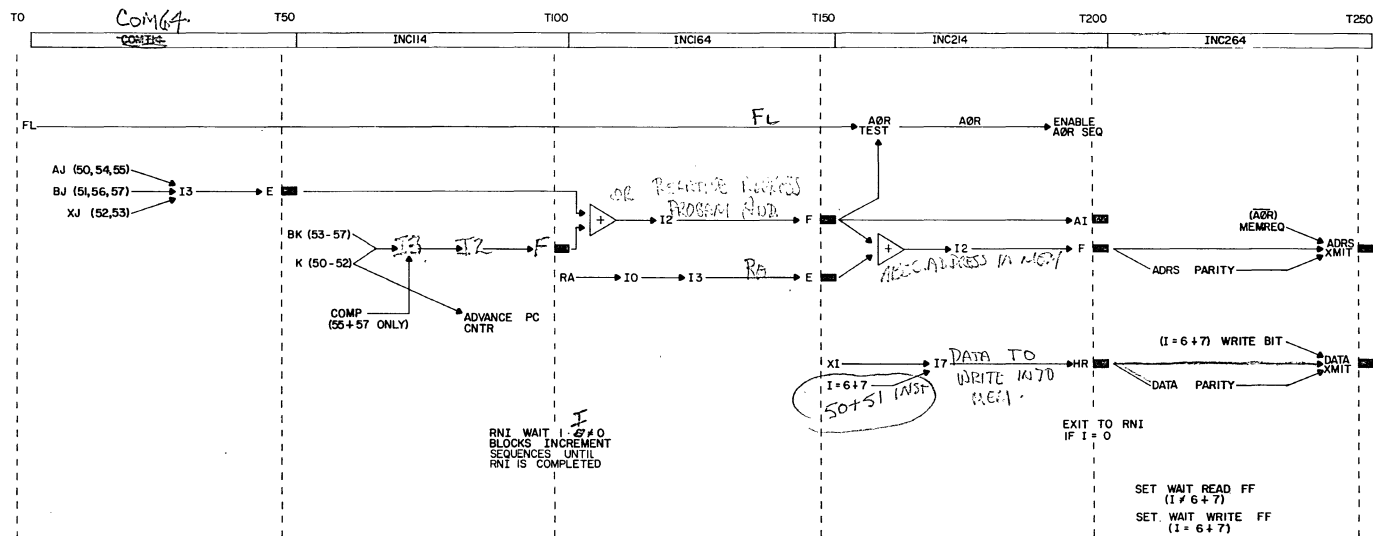
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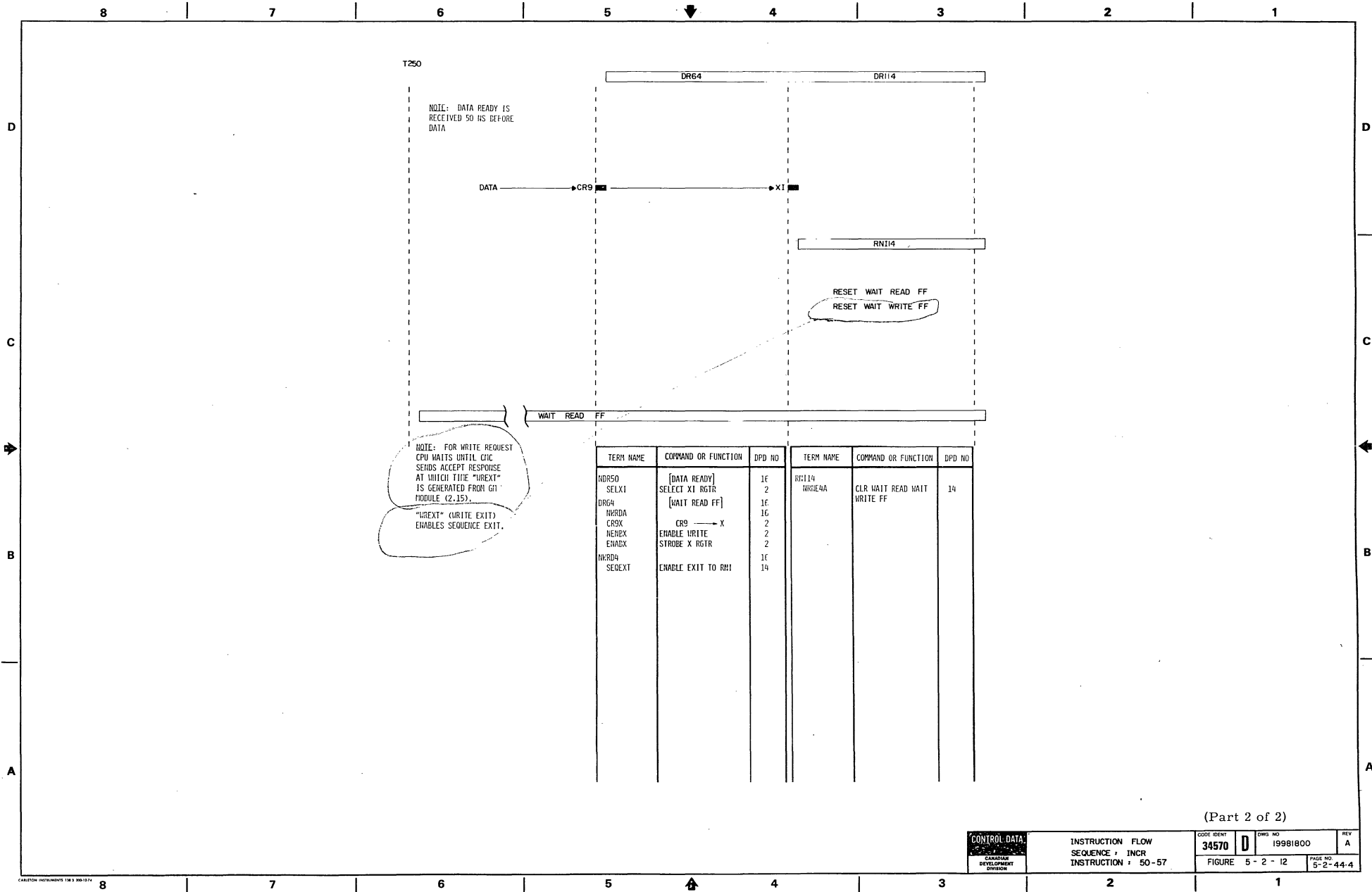
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TERM NAME	COMMAND OR FUNCTION	DPD NO	TERM NAME	COMMAND OR FUNCTION	DPD NO	TERM NAME	COMMAND OR FUNCTION	DPD NO	TERM NAME	COMMAND OR FUNCTION	DPD NO	TERM NAME	COMMAND OR FUNCTION	DPD NO
COM50		15	NI100	SELECT DK RGTR	21	ST00-ST01			NI104	ENABLE F RGTR	21	NI1264	ENABLE F RGTR	21
SELXJ	SELECT XJ RGTR	2	SELBK	SELECT BK RGTR	21	ST02	RA → IO	3	NI104	ENABLE F RGTR	21	NI1264	ENABLE F RGTR	21
SELBJ	SELECT BJ RGTR	2	IN114C	[53-57]	21	NI104			NI104	ENABLE F RGTR	21	NI1264	ENABLE F RGTR	21
COM150			SEL13	13 → 13	12	SL1013	IO → 13	12	NI104	ENABLE F RGTR	21	NI1264	ENABLE F RGTR	21
SELAN	SELECT AJ RGTR	15	IN114B	[50-52]	21	ENABE		13	NI104	ENABLE F RGTR	21	NI1264	ENABLE F RGTR	21
COM64			SELK13	K → 13	12	NI104		13	NI104	ENABLE F RGTR	21	NI1264	ENABLE F RGTR	21
SELX13	X1	15	ADVPC2	ADVANCE PC COUNTER	12	ENABF	ENABLE F RGTR	13	NI104	ENABLE F RGTR	21	NI1264	ENABLE F RGTR	21
COM13	B1	15	IN114A	[55-57]	21				NI104	ENABLE F RGTR	21	NI1264	ENABLE F RGTR	21
COM13	A1	15	SCOM13	COMP 13	12				NI104	ENABLE F RGTR	21	NI1264	ENABLE F RGTR	21
NC050			NI114	13 → 12	21				NI104	ENABLE F RGTR	21	NI1264	ENABLE F RGTR	21
ENABE	ENABLE E RGTR	13	ENABF	ENABLE F RGTR	13				NI104	ENABLE F RGTR	21	NI1264	ENABLE F RGTR	21

(Part 1 of 2)

CONTROL DATA	INSTRUCTION FLOW SEQUENCE + INCR INSTRUCTION + 50-57	CODE IDENT 34570	OWG NO 19981800	REV A
		FIGURE	5-2-12	PAGE NO 5-2-44-3



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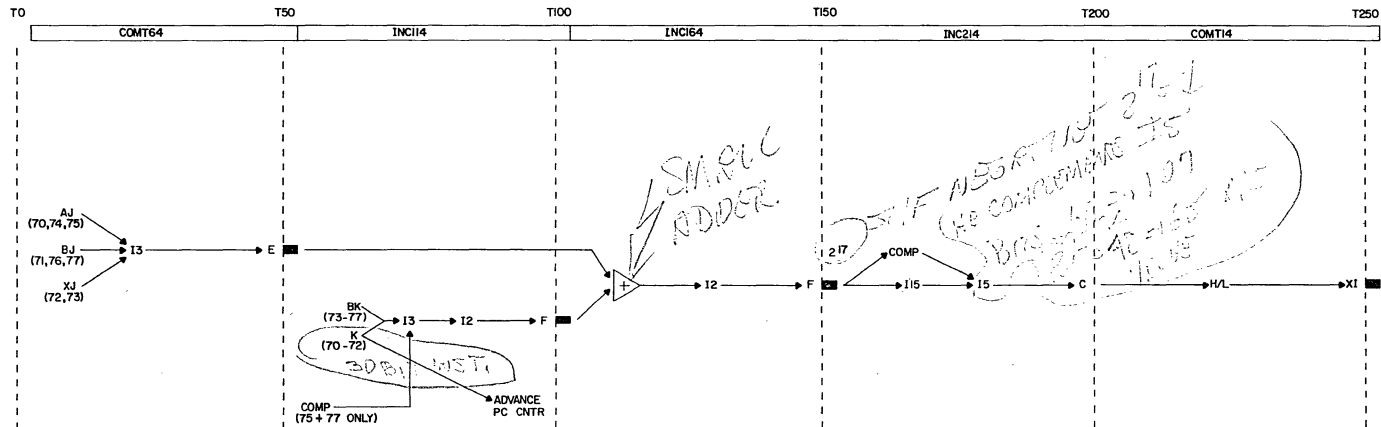
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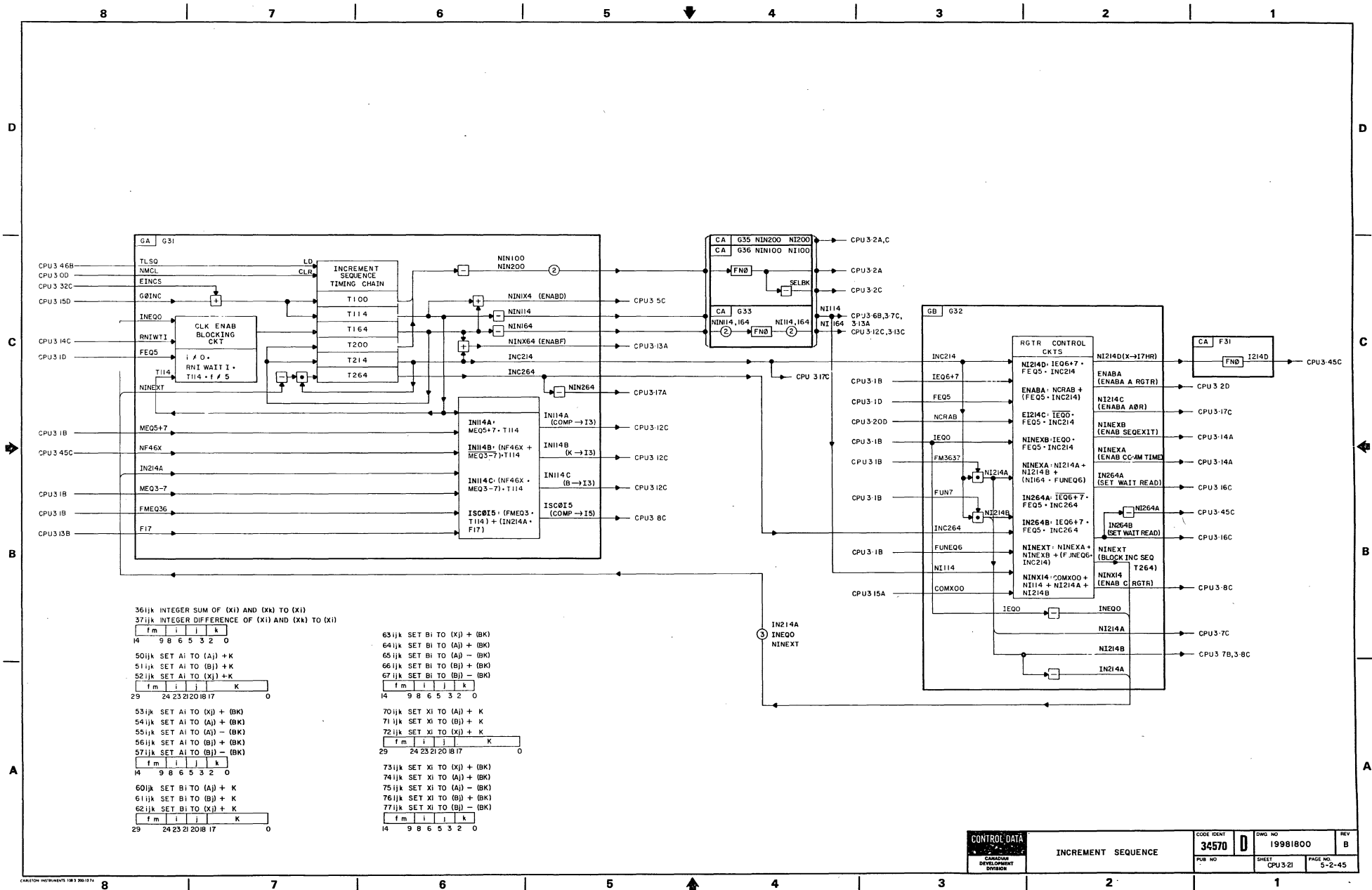
TERM NAME	COMMAND OR FUNCTION	DPD NO	TERM NAME	COMMAND OR FUNCTION	DPD NO	TERM NAME	COMMAND OR FUNCTION	DPD NO	TERM NAME	COMMAND OR FUNCTION	DPD NO	TERM NAME	COMMAND OR FUNCTION	DPD NO
COM150		15	NI1100	SELECT BK RGTR	21	NI11X64	ENABLE F RGTR	21	NI214B	[F107]	21	COM1X00	SELECT X1 RGTR	15
SELXJ	SELECT XJ RGTR	2	SELBK		21				NI11EXA	EXIT TO COMMON	21	SELXI	ENABLE WRITE STROBE	2
SELBJ	SELECT BJ GRTR	2	NI114C	[73-77]	12				COMEXT	TIME, RHI	14	COMX00	X RGTR	15
COM150		15	SELBI3	B → 13	12				SEEXT		14	COMENX		15
SELAJ	SELECT AJ RGTR	15	NI114B	[70-72]	21				F10X	F0-17 → 115	28	HLSL	SELECT HIGHER	10
COM164		15	SELK13	K → 13	12				NI214B	[F107]	21			
SELX13	XI → 13	15	ADVPC2	ADVANCE PC CNTR	12				15285	115 → 1508-65	7			
COMB13	BI → 13	15	1114A	[75+77]	12									
COMA13	AI → 13	15	SCRM13	COMP 13	12				NI214B		21			
NC050		13	NI1114		21				NI11X14	ENABLE C RGTR	8			
ENABE	ENABLE E RGTR	13	1312	13 → 12	13				11214A	[F17]	21			
			ENADF	ENABLE F RGTR	13				ISC015	COMP 15	21			

CONTROL DATA
CANADIAN
DEVELOPMENT
DIVISION

INSTRUCTION FLOW
SEQUENCE : INCR
INSTRUCTION : 70 - 77

CODE IDENT 34570
D
UWD NO 19981800
REV A
FIGURE 5-2-14
PAGE NO 5-2-44-6

70THRU 77



DETAILED PAK DIAGRAM (CPU 3.22)

SHIFT SEQUENCE

The shift sequence controls the operations necessary to perform the following instructions:

20ijk	Left Shift (Xi) by jk
21ijk	Right Shift (Xi) by jk
22ijk	Left Shift (Xk) Nominally (Bj) Places to Xi
23ijk	Right Shift (Xk) Nominally (Bj) Places to Xi
24ijk	Normalize (Xk) to Xi and Bj
25ijk	Round Normalize (Xk) to Xi and Bj
26ijk	Unpack (Xk) to Xi and Bj
27ijk	Pack (Xk) and (Bj) to Xi
43ijk	Form Mask of jk Bits to Xi

SHIFT 20, 21

The 20 instruction reads the selected Xi operand and shifts the 60-bit word left circularly by jk bit positions. The bits which are shifted off the upper end are inserted in the lowest order bit positions.

The 21 instruction reads the selected Xi operand and shifts the 60-bit word right with sign extension by jk bit positions.

NOMINAL SHIFT 22, 23

The 22 instruction reads the selected Xk operand and shifts the 60-bit word either left or right as specified by (Bj). If (Bj) is positive, the data is shifted left circularly by the number of bit positions designated by (Bj). If (Bj) is negative, the data is shifted right with sign extension by the ones complement of the number of bit positions designated by (Bj).

The 23 instruction operates in a manner similar to a 22 instruction except that if (Bj) is positive right shifts are performed, and if (Bj) is negative left shifts are performed.

When shifting right, if the shift count in F is $> 177_8$, gating of the shift network to 15 during SH264 is blocked. A result of zeros is sent to the Xi register.

NORMALIZE 24, 25

The normalize instruction reads the selected Xk operand and performs a normalize operation on this word, delivering the normalized result back to the Xi register and the normalize count to the Bj register.

Normalization involves left shifting the coefficient until bit 47 is different from the coefficient sign bit. The exponent is decreased by the number of bit positions shifted. The normalize count used to shift the coefficient is developed by the normalize network. The normalize count is sent to the SK register during SH164 to enable the desired shift; it is also sent to the F register for subsequent writing into Bj during common time.

At the beginning of the normalize instruction, the Xj exponent is checked for indefinite or infinite operands. An indefinite or infinite operand causes the Xk operand to be returned to Xj unchanged, and gates zeros to Bj.

The normalize instruction also checks for exponent underflow after the normalize count is subtracted. If underflow is detected, the C register is cleared to zeros before initiating common time. The resulting operand sent to the Xi register will contain a zero exponent and coefficient.

The 25 instruction operates in a manner similar to the 24 instruction, except that bit 107 is set in the C register before sending C to the shift network. This round bit has the effect of increasing the magnitude of the coefficient by one half the value of the least significant bit, after the shift is performed.

In addition to checking for underflow, the 24 instruction checks for a coefficient equal to zero. The end case result, when coefficient equal to zero is detected, is the same as underflow. (See table 5-2-16.)

*if Bj = 777775
complement the shift count
equals 000002. the X reg.
is then shifted right 2
places.*

TABLE 5-2-16. OVERFLOW AND UNDERFLOW CONDITIONS

OVERFLOW		
INSTRUCTIONS	OVERFLOW CONDITION	RESULT
Normalize (24, 25)	None	---
UNDERFLOW		
INSTRUCTIONS	UNDERFLOW CONDITION	RESULT
Normalize (24 only)	Initial coefficient = ± 0	$X_i = 0000\ 0\dots 0_8$, $(B_j) = 60_8$
Normalize (24, 25)	Final Exponent $\leq -2000_8$	$X_i = 0000\ 0\dots 0_8$, (B_j) are correct (See Note below.)
Note: Underflow of Exponent During Normalization: The final (B_j) are the same as if underflow had not occurred. In particular, if the initial coefficient is zero, (B_j) are equal to 60_8 .		

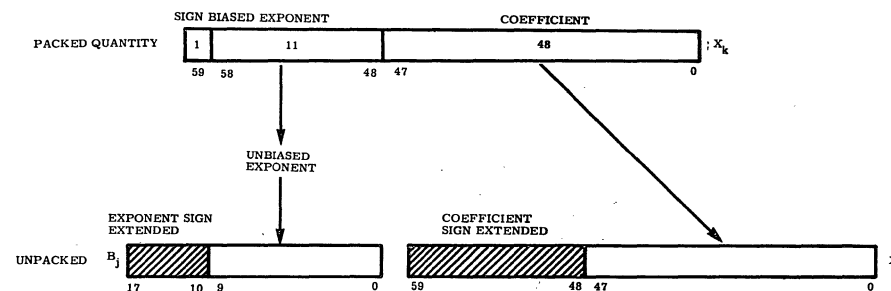
Error Exit Conditions

If X_k contains an infinite quantity ($3777\ x\dots x_8$ or $4000\ x\dots x_8$) or an indefinite quantity ($1777\ x\dots x_8$ or $6000\ x\dots x_8$), an optional exit mode selection is provided. The CPU response is dependent on whether the appropriate exit mode selection was made and the monitor flag /MEJ/CEJ condition.

An exit condition sensed (ECONDS) sets the ERROR EXIT FF (3.17) at the same time as the next RNI sequence is initiated. Error exit clears the U3 instruction register, thus forcing a return jump error exit sequence.

UNPACK, PACK 26, 27

The 26 instruction reads the selected X_k operand, unpacks this word from the floating point format, and delivers the coefficient to the X_i register and the exponent to the B_j register.



The 60-bit word delivered to the X_i register during common time (COMT00) consists of the lowest 48 bits unaltered from X_k , plus 12 bits equal to the sign bit.

The 18-bit quantity delivered to the B_j register during common time (COMT00) consists of the X_k exponent unbiased and sign extended. Unbiasing the exponent and sign extension is performed through I3 during SH114.

The 27 instruction performs the reciprocal process of the 26 instruction. The unpacked quantities in X_k and B_j are packed in floating point format and delivered to the X_i register.

MASK 43

The 43 instruction generates a masking word using the 6-bit j_k quantity to designate the width of the masking field. The quantity is sent to the SK register. The C register is cleared to zero and sent to the shift network. During the shift period, C is right shifted by the j_k quantity in SK . One-bits are forced to the shift network sign extension scheme, thus replacing each shifted zero bit with a one-bit. The completed masking word sent to the X_i register consists of one-bits in the highest order j_k bit positions, and zero bits in the remainder of the word.

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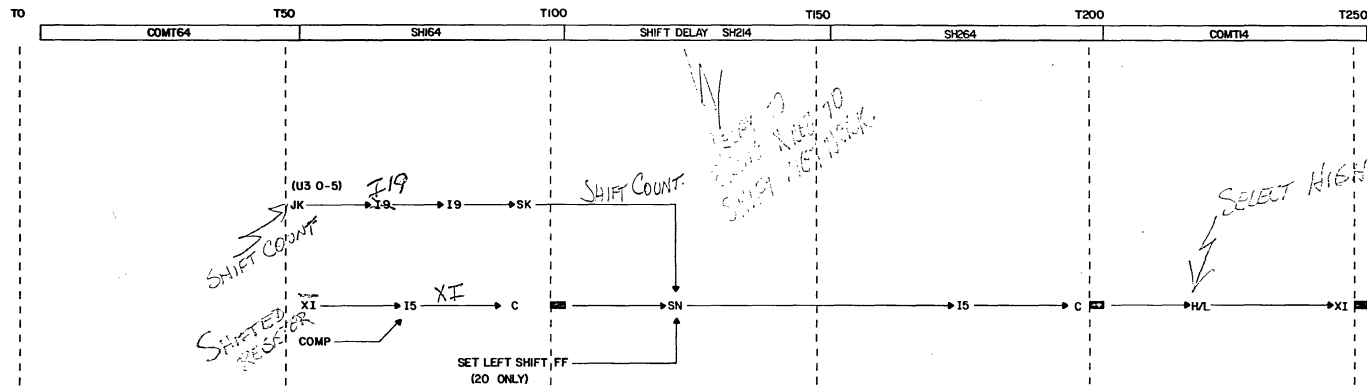
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TERM NAME	COMMAND OR FUNCTION	DPD NO
SH150		22
SHSLH1	SELECT X1 RGTR	22
F46X	U30-5 → I19	10
SH164	I19 → I9	22
SL190-SL191	I19 → I9	9
SH164		22
SKS1-SKS2	I9 → SK	9
SH164		22
SI5185		22
SI5285	Y0-59 → I548-107	22
SI5164		22
SI5157	(I554-I552-I551)	22
SI5267		22
SH164	[F46X]	21
BL15C	COMP I5	21
SH164		22
SHENBC	ENABLE C RGTR	22
SH164	[20]	22
RS	SET LEFT SHIFT FF	22

TERM NAME	COMMAND OR FUNCTION	DPD NO	TERM NAME	COMMAND OR FUNCTION	DPD NO
SH264		22	COMX00		15
SI5085		22	SELX1	SELECT X1 RGTR	2
SI5285	SH48-107-I548-107	22	CONRX	ENABLE WRITE STROBE	2
SI5064		22		X RGTR	2
SI5057	(I554-I552-I551)	22	COMX00		15
SI5267		22	HLSL	SELECT HIGHER	10
SH264		22			
SHENBC	ENABLE C RGTR	22			
SH264		22			
SHNEXT	ENABLE COMPION TIME, R11	22			



INSTRUCTION FLOW
SEQUENCE: SHIFT
INSTRUCTIONS: 20,21

CODE IDENT	DWG NO	REV
34570	D	19981800
FIGURE 5-2-15	PAGE NO	5-2-46-3

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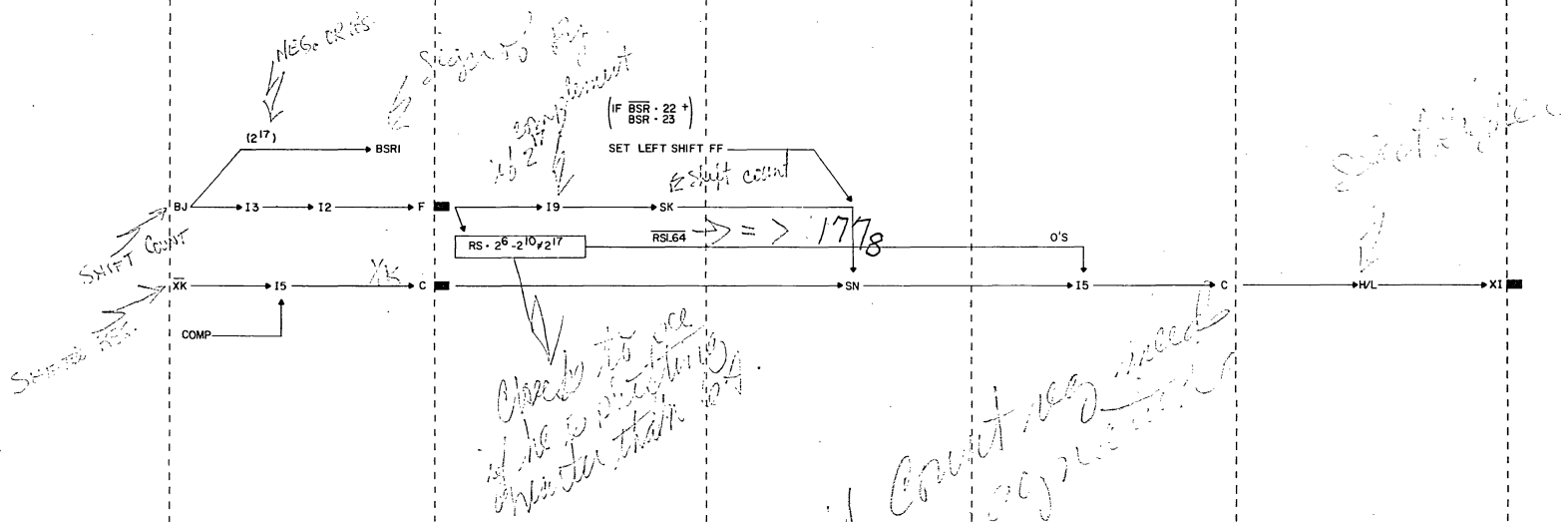
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1

8 7 6 5 4 3 2 1

TO T50 T100 T150 T200 T250
COMT64 SH164 SHIFT DELAY SH214 SH264 COMT00



TERM NAME	COMMAND OR FUNCTION	DPD NO	TERM NAME	COMMAND OR FUNCTION	DPD NO	TERM NAME	COMMAND OR FUNCTION	DPD NO	TERM NAME	COMMAND OR FUNCTION	DPD NO
COM150	[FFE02]	2	SH164	SH19-1 SH19-2	22	SH264	[RSLT64]	22	COMT00	SELECT X1 RGR	15
SELXK	SELECT XK RGR	2	SH164	F0-6 → 19	22	S15085	SH48-107 → 1548-107	22	SELX1	ENABLE WRITE STROBE	2
COM150	SELECT BJ RGR	2	SH164	SKS1-SKS2	9	S15086	(1554-1552-1551)	22	COREXK	X RGR	15
COMT64	B → 13	15	RS	[F 6-10-F17]	22	S15087		22	COMT00	SELECT HIGHER	10
COMB13		15	RSLT64	SHIFT RIGHT LESS THAN 6410	22	SH264	SHENBC	22	HSL		
NC064	13 → 12	13				SH264	SHNEXT	22			
1312	ENABLE F RGR	13									
ENABF	[IF B17=1]										
COMT64	SET BSR1	24									
BSR1											
NC064											
15185	X0-59 → 1548-107	7									
15285		7									
15164		7									
15264	(1554-1552-1551)	7									
15236		7									
15436		7									
COM164	COMP 1548-107	8									
15C85		8									
15C67		8									
NC050	ENABLE C RGR	8									
ENABLC											

Shift Count need
to be 1778

Check to see
if he is putting
in more than 1778

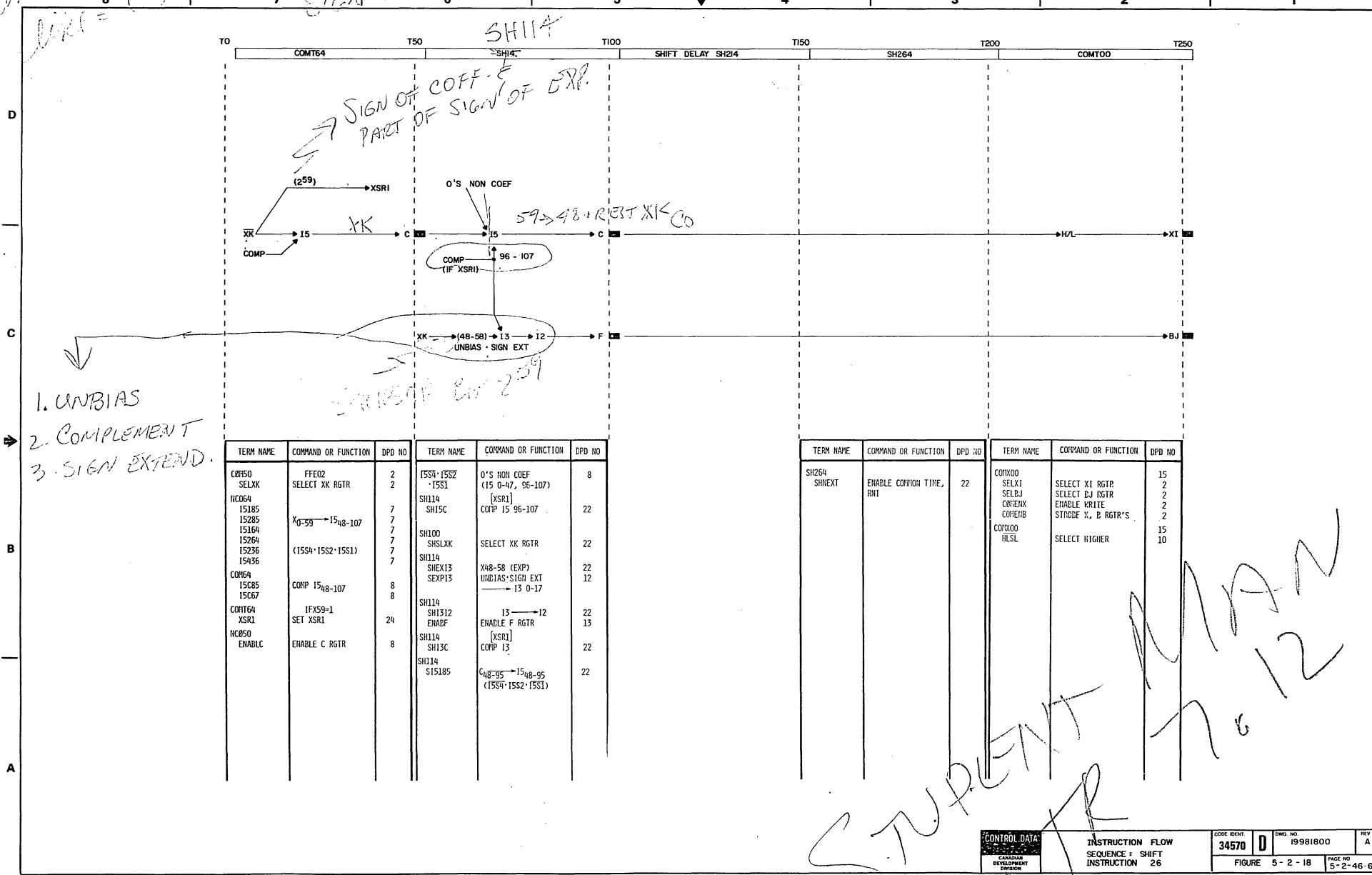
Shift Count need
to be 1778

8 7 6 5 4 3 2 1

Sign of EXPONENT
unbias = (+)
unbias = (-)

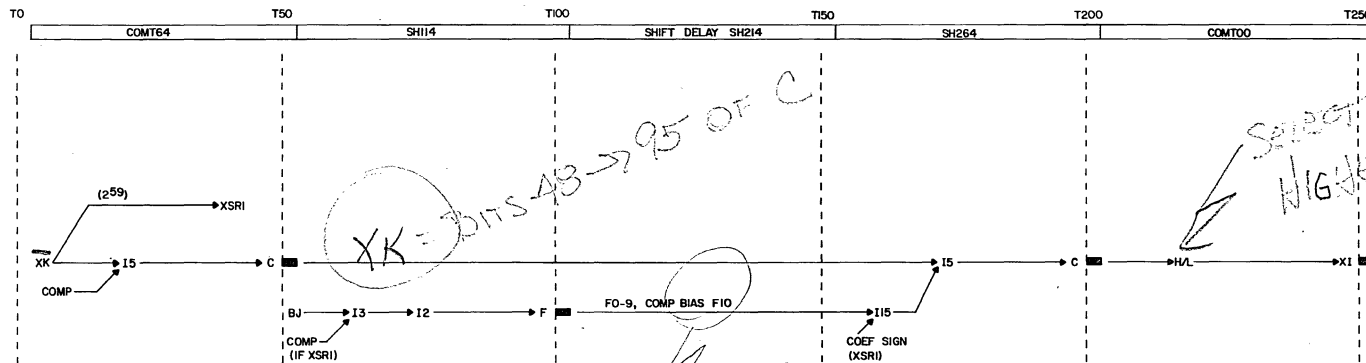
159 58 57
SIGN OF COEF
SIGN OF EXPONENT.

17



STUDENT MAN 12

HO

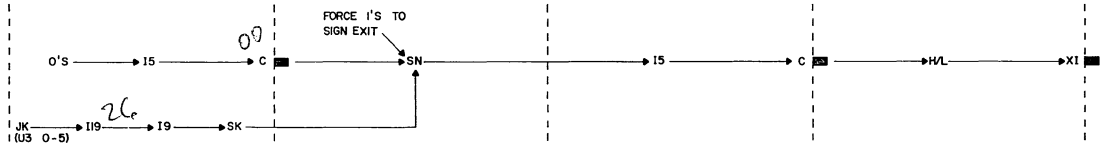
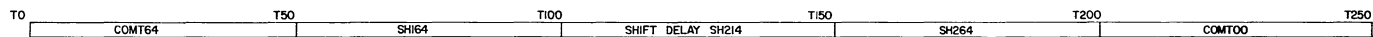


TERM NAME	COMMAND OR FUNCTION	DPD NO	TERM NAME	COMMAND OR FUNCTION	DPD NO
COM150	[FF02]	2	SH100	SELECT BJ RGTR	22
SELXK	SELECT XK RGTR	2	SELBJ		2
NC064			SH114		
15185		7	SHB13	B → 13	22
15285		7	SH114		
15164		7	SH1312	13 → 12	22
15264		7	ENABF	ENABLE F RGTR	13
15236	(1554*1552*1551)	7	SH114	[XSR1]	
15436		7	SH13C	COMP 13	23
COM64					
15C85	COMP 15 48-107	8			
15C67		8			
COM164	[IF X59=1]				
XSR1	SET XSR1	24			
NC050					
ENABLC	ENABLE C RGTR	8			

TERM NAME	COMMAND OR FUNCTION	DPD NO	TERM NAME	COMMAND OR FUNCTION	DPD NO
SH264			COMX00		
ST5185	C ₄₈₋₉₅ → 15 ₄₈₋₉₅ (1554*1552*1551)	22	SELXI	SELECT XI RGTR	15
SH264	F ₀₋₉ → 115 ₄₈₋₅₉ F ₁₀ XSR1	8	COMEX	ENABLE WRITE STROBE X RGTR	2
FEX115			COMX00		15
SH264	115 ₄₈₋₅₉ → 15 ₉₆₋₁₀₇ (1554*1552*1551)	22	HLSC	SELECT HIGHER	10
SH264					
SH264	SHENBC	22			
SH264	SHNEXT	22			
SHNEXT	ENABLE COMMON TIME, RNT				

H6 TR-7.13

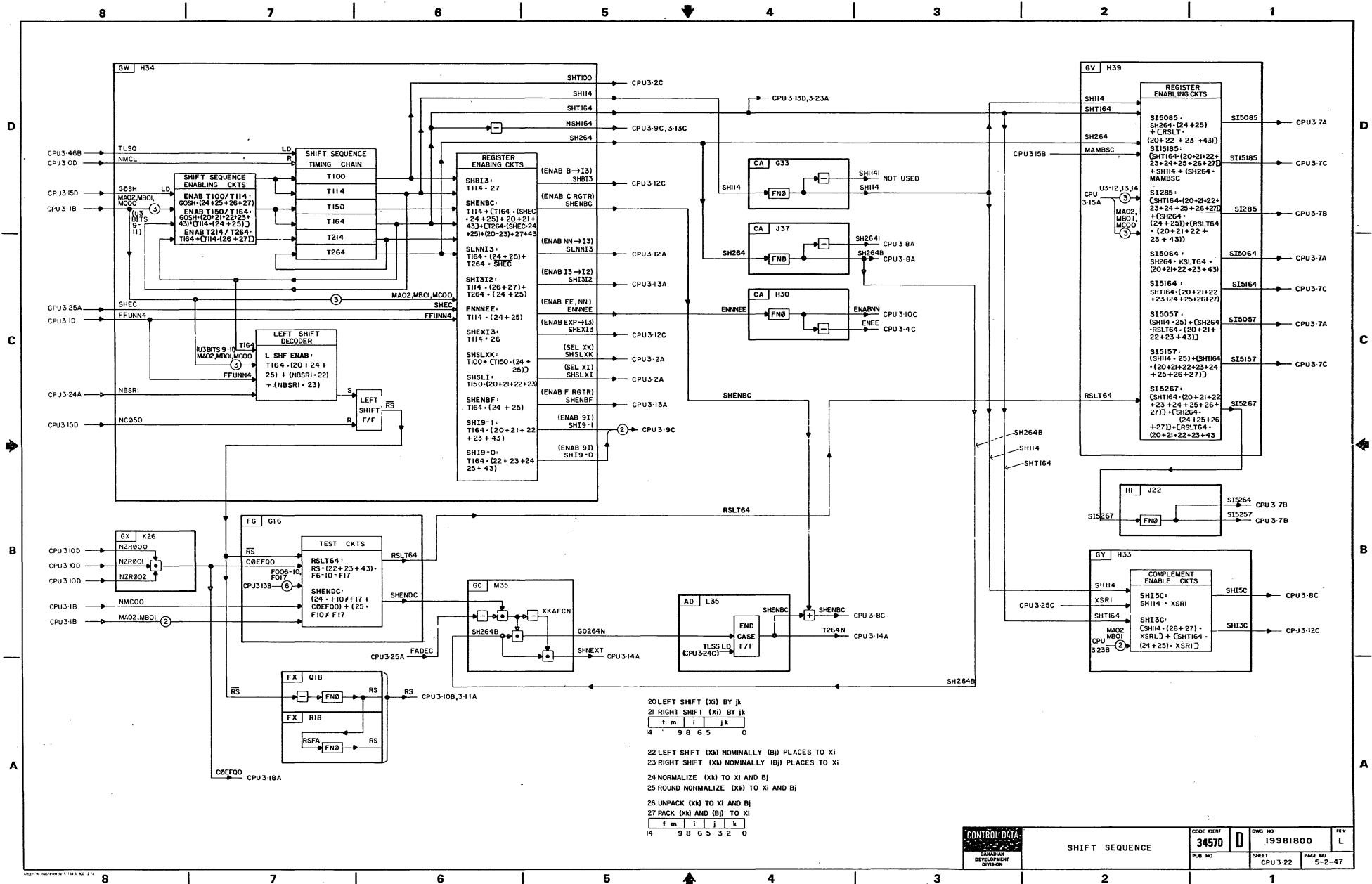
8 | 7 | 6 | 5 | 4 | 3 | 2 | 1



TERM NAME	COMMAND OR FUNCTION	DPD NO	TERM NAME	COMMAND OR FUNCTION	DPD NO	TERM NAME	COMMAND OR FUNCTION	DPD NO	TERM NAME	COMMAND OR FUNCTION	DPD NO
F46X	U30-5 → I19	9	NF43	FORCE 1'S TO SIGN EXTENSION	10	SH264		22	COMX00		15
SH164		22				S15085		22	SELX1	SELECT XI RGTR	2
SL190-SL191	I19 → I9	9				S15285	SH48-107 → I548-107	22	CORENX	ENABLE WRITE STROBE	2
SH164		22				S15064		22		X RGTR	
SKS1-SKS2	I9 → SK	9				S15057	(1554-1552-1551)	22	COMX0C		15
I554-I552	O'S → I5	8				S15267		22	HLSL	SELECT HIGHER	10
I551											
SH164											
SHENBC	ENABLE C RGTR	22				SH264	SHENBC	22			
						SH264	SHNEXT	22			
							ENABLE COMMON TIME, RNT				

CONTROL DATA	INSTRUCTION FLOW	CODE IDENT	DWG NO.	REV
SEQUENCE : SHIFT	34570	D	19981800	A
INSTRUCTION : 43	FIGURE 5-2-20	PAGE NO.	5-2-46-8	

8 | 7 | 6 | 5 | 4 | 3 | 2 | 1



DETAILED PAK DIAGRAM (CPU 3, 23)

BOOLEAN SEQUENCE

The Boolean sequence controls the operations necessary to perform the following instructions:

Transmit

10ijx	Transmit (Xj) to Xi
14ixk	Transmit the Complement of Xk to Xi

Logical

11ijk	Logical Product of (Xj) and (Xk) to Xi
12ijk	Logical Sum of (Xj) and (Xk) to Xi
13ijk	Logical Difference of (Xj) and (Xk) to Xi
15ijk	Logical Product of (Xj) and Complement (Xk) to Xi
16ijk	Logical Sum of (Xj) and Complement (Xk) to Xi
17ijk	Logical Difference of (Xj) and Complement (Xk) to Xi

The 10 instruction transfers a 60-bit word from register Xj to register Xi.

The 14 instruction extracts the 60-bit word from operand register Xk, complements it, and transmits the complemented quantity to operand register Xi.

The 11-13 instructions perform the logical product (AND function), logical sum (inclusive OR function), and logical difference (exclusive OR function) of 60-bit words from operand registers Xj and Xk, and place the result in operand register Xi.

The 15-17 instructions perform the logical product (AND function), logical sum (inclusive OR function), and logical difference (exclusive OR function) of the 60-bit quantity from operand register Xj and the complement of the 60-bit word from operand register Xk, and place the result in operand register Xi.

The arithmetic operations for instructions 11-17 are performed by the D adder. The Boolean sequence controls the logical operation codes sent to the D adder which, in turn, directs the D adder ALU to perform the required logical operation.

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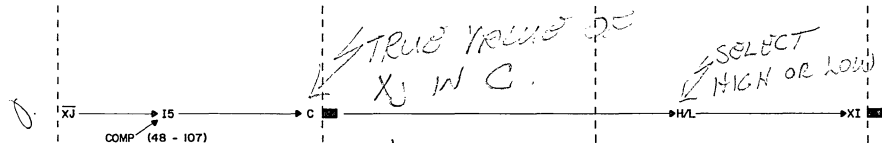
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TO T50 T100 T150

COMT64 B00L14 COMT14



10 INST.



14 INST.

TERM NAME	COMMAND OR FUNCTION	DPD NO	TERM NAME	COMMAND OR FUNCTION	DPD NO	TERM NAME	COMMAND OR FUNCTION	DPD NO
COM150		15	RB100		23	COMX00		15
SELXJ	SELECT XJ RGTR	13	SXK		23	SELXI	SELECT XI RGTR	2
COM64		15	SELXK	SELECT XK RGTR	5	COMEXK	ENABLE WRITE STROBE X RGTR	2
15C85	COMP 15 48-95	8	RB114		23			
15C67	COMP 15 96-107	8	15185	X0-59 → 1548-107	7	HLST	SELECT HIGHER	10
HC064		15	15285		7			
15185	X0-59 → 1548-107	7	15164		7			
15285		7	15264	(1554*1552*1551)	7			
15164		7	15236		7			
15264	(1554*1552*1551)	7	15436		7			
15236		7	B00L-T114	[14]	23			
15436		7	BL15C	BLOCK COMP 15	23			
COM150		15	B00L-T114	[14]	23			
ENABLC	ENABLE C RGTR	8	D00ENC	ENABLE C RGTR	23			
			ENABC		8			
			B00L-T114	[10 + 14]	23			
			B00EXIT	ENABLE RUI, COMMON TIME	23			

CONTROL DATA
CORPORATION
DEVELOPMENT
DIVISION

INSTRUCTION FLOW
SEQUENCE - BOOLEAN
INSTRUCTION - 10, 14

CODE IDENT
34570

DWG. NO.
19981800

REV
A

FIGURE 5-2-21

PAGE NO.
5-2-48-2

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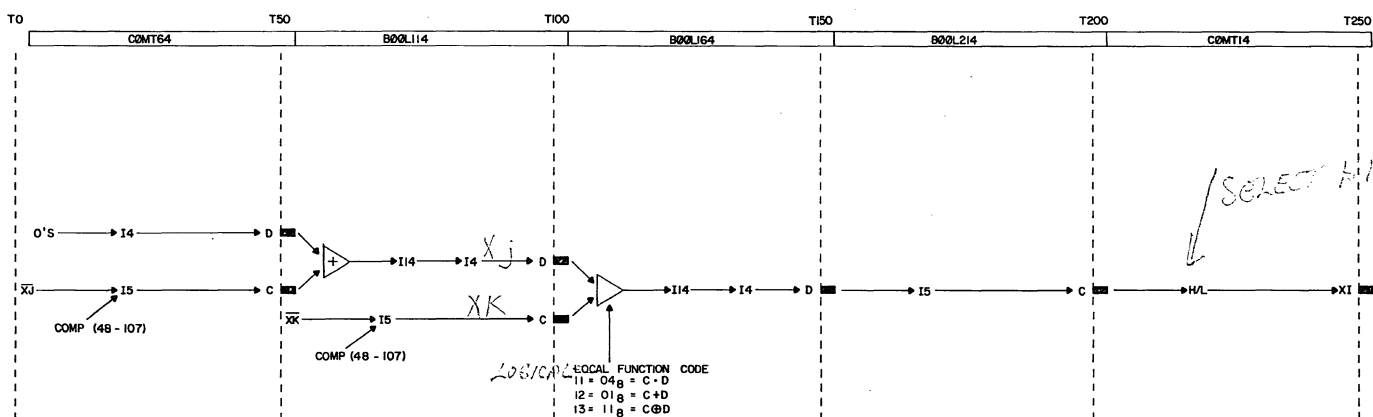
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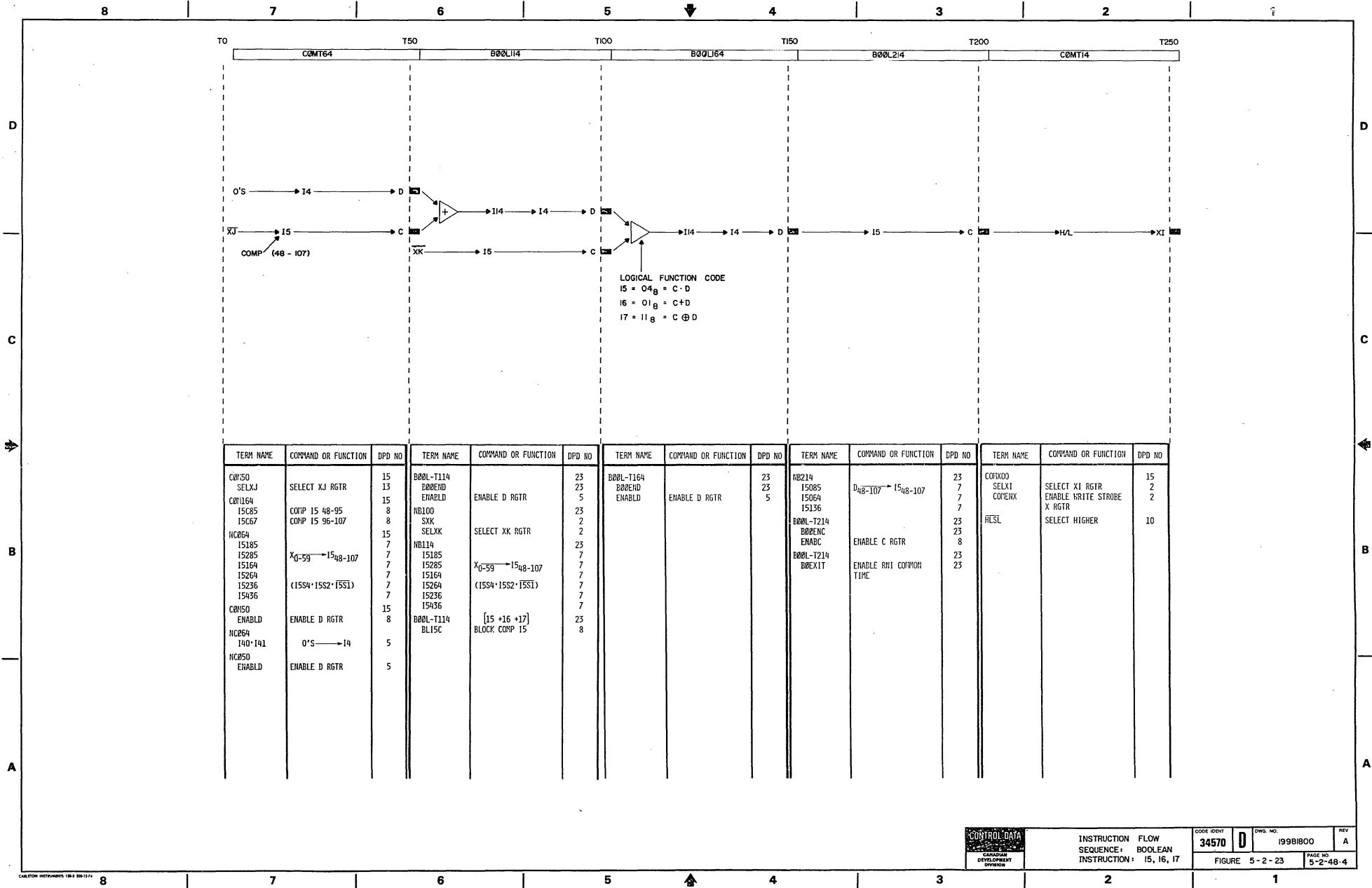
2

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8 | 7 | 6 | 5 | 4 | 3 | 2 | 1



TERM NAME	COMMAND OR FUNCTION	DPD NO	TERM NAME	COMMAND OR FUNCTION	DPD NO	TERM NAME	COMMAND OR FUNCTION	DPD NO	TERM NAME	COMMAND OR FUNCTION	DPD NO	TERM NAME	COMMAND OR FUNCTION	DPD NO
C0P50	SELECT XJ RGTR	15	B00L-T114	ENABLE D RGTR	23	B00L-T164	ENABLE D RGTR	23	NE214		23	CONV00	SELECT XI RGTR	15
SELXJ		15	B00END		23	B00END		23	15085	D48-107 → 1548-107	7	SELX1	ENABLE WRITE STROBE	2
C0P64	COMP 15 48-95	8	ENABLD		5	ENABLD		5	15064	(1554-1552-1551)	7	DOHENX	X RGTR	
15C67	COMP 15 96-107	8	1B100		23				15136		7			
NC064		15	SXK	SELECT XK RGTR	2				B00L-T214		23	HLSL	SELECT HIGHER	10
15185		7	SELXK		2				B00ENC	ENABLE C RGTR	23			
15285	X0-59 → 1548-107	7	ND114		23				ENABC		8			
15164		7	15185		7				B00L-T214		23			
15264	(1554-1552-1551)	7	15285	X0-59 → 1548-107	7				B00EXIT	ENABLE RMT, COMMON TIME	23			
15236		7	15164		7									
15436		7	15264	(1554-1552-1551)	7									
C0P50		15	15236		7									
ENABLC	ENABLE C RGTR	8	15436		7									
NC064		15	B00L-T114	11 + 12 + 13	23									
140-141	O'S → 14	5	BLT5C		23									
NC050		5	15C85	COMP 15 48-95	7									
ENABLD	ENABLE D RGTR	5	15C67	COMP 15 96-107	7									
			B00L-T114		23									
			B00ENC		23									
			ENABC	ENABLE C RGTR	8									



8 7 6 5 4 3 2 1

D

C

B

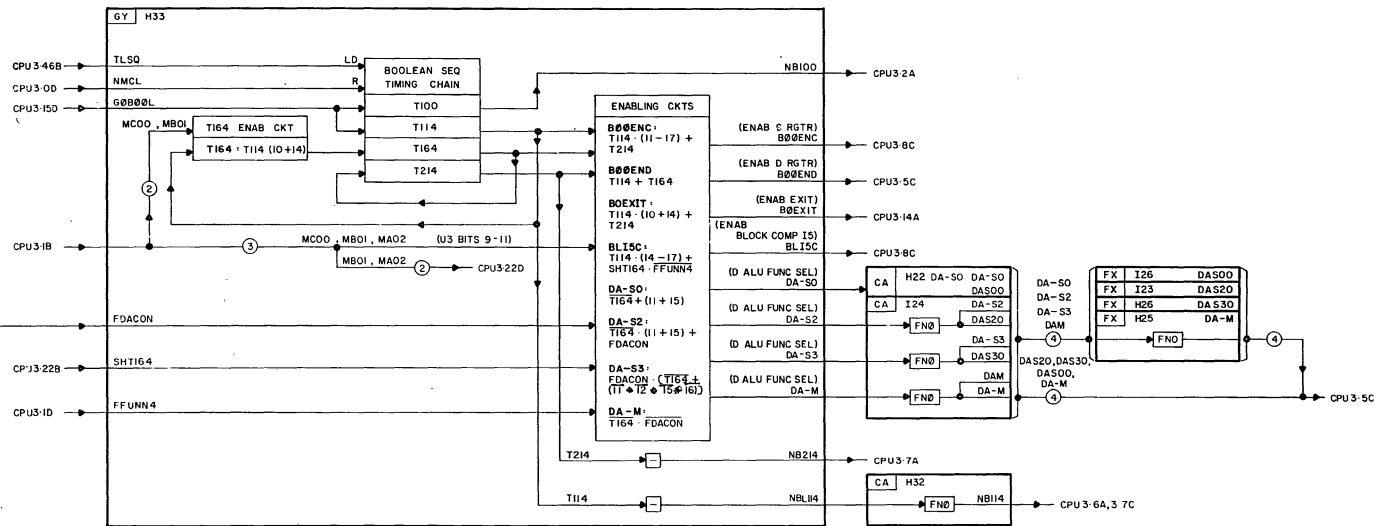
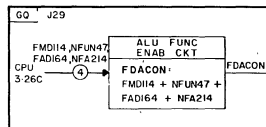
A

D

C

B

A



10 ijk TRANSMIT (Xj) TO Xi

fm	i	j	k
14	9	8	6 5 3 2 0

11 ijk LOGICAL PRODUCT OF (Xj) AND (Xk) TO Xi

12 ijk LOGICAL SUM OF (Xj) AND (Xk) TO Xi

13 ijk LOGICAL DIFFERENCE OF (Xj) AND (Xk) TO Xi

fm	i	j	k
14	9	8	6 5 3 2 0

14 ijk TRANSMIT COMPLEMENT OF (Xk) TO Xi

fm	i	j	k
14	9	8	6 5 3 2 0

15 ijk LOGICAL PRODUCT OF (Xj) AND COMPLEMENT OF (Xk) TO Xi

16 ijk LOGICAL SUM OF (Xj) AND COMPLEMENT OF (Xk) TO Xi

17 ijk LOGICAL DIFFERENCE OF (Xj) AND COMPLEMENT OF (Xk) TO Xi

fm	i	j	k
14	9	8	6 5 3 2 0

CONTROL DATA

BOOLEAN SEQUENCE

CODE IDENT:	34570	DWG NO:	19981800	REV:	A
PUB NO:		SHEET:	CPU3-23	PAGE NO:	5-2-49

8 7 6 5 4 3 2 1

DETAILED PAK DIAGRAM (CPU 3.24, 3.25, 3.26)

FLOATING POINT ADD SEQUENCE (FAD)

The FAD sequence controls the operations necessary to perform the sum or difference of two floating point quantities in Xj and Xk. The packed result is returned to the Xi register.

The floating point instructions controlled by the FAD sequence are as follows:

30ijk	Floating Sum of (Xj) and (Xk) to Xi
31ijk	Floating Difference of (Xj) and (Xk) to Xi
32ijk	Floating Double Precision Sum of (Xj) and (Xk) to Xi
33ijk	Floating Double Precision Difference of (Xj) and (Xk) to Xi
34ijk	Round Floating Sum of (Xj) and (Xk) to Xi
35ijk	Round Floating Difference of (Xj) and (Xk) to Xi

The FAD sequence is initiated by GOFAD from the common time sequence. The operands are obtained from the selected Xj and Xk registers. The exponents are extracted and tested for infinite ($3777_8 + 4000_8$) or indefinite ($1777_8 + 6000_8$) operands. An infinite or indefinite operand causes the FAD sequence to abort and enables the end case exit sequence.

The floating sum or difference operation involves the addition of two floating point coefficients that have equal exponents. Exponent equalization is accomplished by right shifting the coefficient of the smaller exponent a number of places equal to the absolute difference of the two exponents. A right shift decreases the size of the coefficient (moves the binary point left) and the exponent is therefore made larger. Once the exponents are equalized, the sum or difference of the coefficients is computed in the D adder. At the conclusion of the add operation, the binary point is considered to be located between bit positions 47 and 48 of the 108-bit D register.

Single precision instructions (30, 31, 34, 35) use the coefficient result contained in bit positions 48-95 of the D register, and pack the computed exponent. Double precision instructions (32,33) use the lower 48 bits of the D register and subtract 60_8 from the computed exponent before packing. This shifts the binary point to the right of bit 0 which is necessary to express the result as an integer.

Coefficient overflow is checked during FAD364 by examining D register bits 96 and 97. If D register bits $96 \neq 97$, coefficient overflow has occurred. The coefficient is right shifted by one, and the exponent is increased by one.

Exponent underflow is checked during FAD414. Underflow is detected when the exponent is less than -1777_8 after correction during FAD364. Exponent underflow causes the FAD sequence to abort normal exit and enables the end case exit sequence.

The final coefficient and exponent plus bias are packed in I5 during FAD414. D register bit 107 controls complementing the exponent if the resulting coefficient sign is negative. FAD414 enables the common time sequence (COMT00) and the RNI sequence. Common time allows the contents of C to be stored in Xi.

ROUND OPERATION (34, 35 INSTRUCTIONS)

The 34 and 35 instructions operate in the same manner as described, except that the coefficients are rounded before the addition process to produce a rounded sum or difference.

The round bit is attached at the right end of both coefficients (bit 47) during FAD114 and FAD164. During FAD214, the round bit is removed from the coefficient with the smaller exponent when the following conditions are present:

34. $BON \cdot XSR1 = XSR2$; or
35. $BON \cdot XSR1 \neq XSR2$

The round bit increases the absolute value of the coefficient by one half the value of the least significant bit.

FLOATING POINT MULTIPLY/DIVIDE SEQUENCE (FMD)

The FMD sequence controls the operations necessary to perform multiplication or division of floating point quantities in Xj and Xk. Multiply instructions 40, 41, 42, form the product of multiplier Xj times multiplicand Xk and send the result to Xi. Divide instructions 44 and 45, form the quotient of the dividend Xj divided by the divisor Xk and send the result to Xi.

The FMD sequence also controls the operations necessary to count the number of one-bits in Xk (population count instruction 47) and store the result in Xi.

Q ≠ ROUND BIT

*COEFFICIENT LARGER
EXPONENT MUST BE MADE
SMALLER*

BOTH OPERANDS NOT NORMALIZED

The floating multiply and divide instructions controlled by the FMD sequence are as follows:

40ijk	Floating Product of (Xj) and (Xk) to Xi
41ijk	Round Floating Product of (Xj) and (Xk) to Xi
42ijk	Floating Double Precision Product of (Xj) and (Xk) to Xi
44ijk	Floating Divide (Xj) by (Xk) to Xi
45ijk	Round Floating Divide (Xj) by (Xk) to Xi

DIVIDE SUBTRACTS EXONENTS.

PREPARATION OF OPERANDS

The operands are obtained from the selected Xj and Xk registers. The exponents are extracted and tested for infinite ($3777_8 + 4000_8$), indefinite ($1777_8 + 6000_8$), or zero ($0000_8 + 7777_8$). An infinite, indefinite or zero operand causes the FMD sequence to abort and enables the end case exit sequence. Zero exponents in both Xj and Xk enable integer multiply. Integer multiply blocks end case exit. *ZERO EXPONENTS = INTEGER*

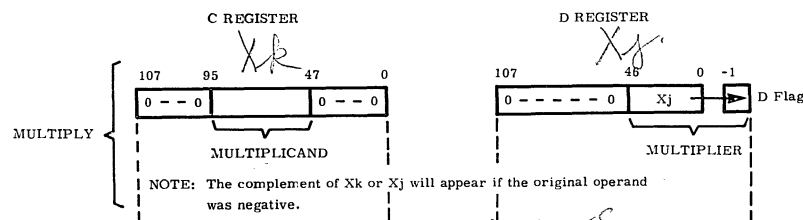
The bias for each exponent is removed in I3 and sign extended. The Xj exponent is transferred from I3 through I2 to F. The Xk exponent is transferred from I3 to E. With both exponents at the input to the small adder, a subsequent add during FMD2714 produces the final result exponent before any correction is made.

MULTIPLY STEPS

MULTIPLY COEFFICIENTS, ADD THE EXPONENTS.

During common time, the shift and iteration counter is preset with 60_8 to allow the Xj coefficient to be shifted right 48 bits to align with bit 0 of the C register. Since all numbers are considered integers rather than fractions, the binary point is considered as being to the right of bit 0. Right shifting the Xj coefficient (multiplier) 48 bits places it in the proper position for the multiplication process.

The C and D registers initially appear at the input of the D adder as follows:



Product = 96 BITS.

Just before the multiply iterations, the Xj coefficient is transferred via I14 to I4 where a right shift of one occurs. The shifted bit is sent to the D flag register. The multiply iterations are performed during FMD264 through FMD264. The SK counter contains the 60_8 iteration count. Each 50 ns clock pulse decrements the counter by one until all iterations have been performed.

The D flag monitors the condition of the lowest order bit of D. Before the first iteration, the multiplier was right shifted one into the D flag. The D flag now determines the first operation. If the D flag is set, the output of the D adder is right shifted one and sent back to the D register. If the D flag is clear, the output of the D register is right shifted one and sent back to the D register. After the first iteration, the D register holds the partial product and the remaining bits of the multiplier. This process continues until the quantity in SK is reduced to zero. After the last iteration, the D register contains the final product with the multiplier shifted end off out of the register.

On the last iteration, bit 46 of C is set while the rest of C is cleared to zeros. C is added to the product in D during FM2714 to form a rounded result. The rounded product is sent to the D register on a 41 instruction only.

EXPONENT AND RESULT FORMATION, MULTIPLY

The final exponent for the 96-bit product is formed in the F adder during FM2714. For single precision instructions 40, 41, the exponent would already have been adjusted by 60_8 . Adjustment of the exponent for single precision instructions is performed during FMD164, where 60_8 is added to the Xj exponent in F. The exponent is therefore made relative to the upper 48 bits of the product, or zero is added to maintain an exponent relative to the 96-bit product.

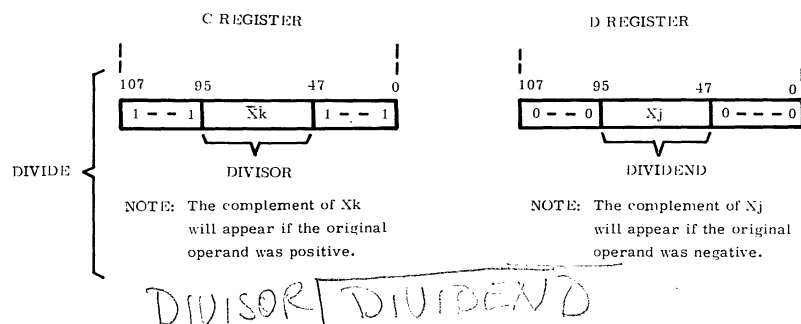
If it is necessary to normalize the product during FM2764, the quantity 1 is subtracted from the result exponent in F, while the product in D is left shifted by one through I4 and returned to D.

Exponent overflow or underflow is checked during FM2814 by determining that the absolute value of the exponent is greater than 1777_8 . Exponent overflow or underflow causes the FMD sequence to abort normal exit, and enable the end case exit sequence.

The final product and exponent plus bias are packed in I5 during FM2814. I5 is complemented if XSR1 \neq XSR2. FM2814 enables the common time sequence (COMT00) and the RNI sequence. Common time allows the upper or lower product from C, plus exponent and signs, to be stored in Xi.

DIVIDE STEPS

Division is accomplished by repetitive subtractions in the D adder. The D register contains the coefficient of the dividend X_j and the C register contains the complemented coefficient of the divisor X_k . The C and D registers initially appear at the input to the D adder as follows:



Before the first divide iteration, the X_j coefficient (dividend) in the C register is transferred via I14 to I4 where a right shift of one occurs. This reduces the dividend by one half. The dividend now in D is subtracted from the divisor (X_k coefficient) in C. If an end-around-carry occurs as a result of the subtraction, a divide fault is detected, since the coefficient of the dividend must be less than twice that of the divisor. A divide fault aborts the FMD sequence and enables end case exit.

The divide iterations are performed during FMD264 through FMD2664. The SK counter contains the 60_8 iteration count. Each 50 ns clock pulse decrements the counter by one until all iterations have been performed.

Each iteration checks for an end around carry condition from the D adder after the divisor in C has been subtracted from the dividend in D. If end around carry does not occur, the dividend in D is left shifted one place through I4 and returned to D before the next iteration. If end around carry does occur, a quantity one is gated to I14 bit position 0 and the D adder output is left shifted one place through I4 and sent to D. In this way the D register receives an additional quotient bit for each iterative step as the dividend is left shifted through the register. This process continues until the quantity in SK is reduced to zero. After the last iteration, the D register will contain the complete quotient in the lower 48 bits and the remainder in bit positions 48 through 95.

At this time the binary point is considered to be between bit positions 46 and 47 and must be shifted to the right of bit 0 to represent the quotient as an integer. This is accomplished by subtracting 57_8 from the X_j exponent during FMD114.

ROUND OPERATION

Rounding is accomplished by adding a quantity of $1/3$ during the division process. Round bits are added during the divide steps of a 45 instruction each time the SK register contains an even count, except during the first iteration divide. This forces a 1-bit into the D register bit 48 so that successive iterations bring in the $1/3$ round quantity of 25_{-25_8} .

EXPONENT AND RESULT FORMATION, DIVIDE

The final exponent for the quotient is formed by subtracting the exponent of the divisor X_k from the exponent of the dividend X_j in the F adder during FMD2764. The exponent of the dividend X_j will already have had a constant of 57_8 subtracted from the exponent value. The result exponent formed in the F adder will thus represent the coefficient as an integer.

During FM2764, the quotient is checked for normalization (D register bit 47 $\neq 0$). If it is necessary to normalize the quotient, the quantity 1 is subtracted from the result exponent in F while the D register is shifted left by one through I4. If the remainder in D between bit positions 48-95 is \geq the divisor in C, an end around carry from the D adder sets bit 0 of the quotient through I4. A normalized result is thus formed and returned to D.

Exponent overflow or underflow is checked during FM2814 by determining that the absolute value of the exponent is greater than 1777_8 . Exponent overflow or underflow causes the FMD sequence to abort normal exit, and enable the end case exit sequence.

The final quotient and exponent plus bias are packed in I5 during FM2814. I5 is complemented if $XSR1 \neq XSR2$. FM2814 enables the common time sequence (COMT00) and the RNI sequence. Common time allows the quotient from C, plus exponent and signs, to be stored in Xi.

END CASE SEQUENCE

The end case sequence checks the formation of infinite, indefinite and zero results when executing floating point instructions controlled by the FAD and FMD sequences.

The FAD sequence enables the end case sequence at FAD214 time when an infinite or indefinite operand is detected, or at FAD414 time when underflow is detected.

The FMD sequence enables the end case sequence at FMD214 time when an infinite, indefinite or zero operand is detected (except during multiply when both operands are zero); when a divide fault is detected; or, at FMD2814 time, when overflow or underflow is detected.

Overflow and Underflow

Exponents lying outside the range -1777_8 to $+1777_8$ cannot be generated during execution of floating point arithmetic instructions. An attempt to generate an exponent greater than $+1777_8$ yields an infinite result (overflow). An attempt to generate an exponent less than -1777_8 yields a zero result (underflow).

Indefinite

A positive indefinite (1777_8) or negative indefinite (6000_8) operand generates an indefinite indicator plus zero coefficient to the C register. A positive indefinite result indicator is generated whenever a calculation cannot be resolved. The indefinite indicator corresponds to a -0 exponent and a zero coefficient.

The common time and RNI sequences are enabled by the end case sequence after the proper 60-bit result is sent to the C register. Common time allows the end case result in C to be stored in the Xi register.

ERROR EXIT CONDITIONS

If an attempt is made to use an indefinite or infinite operand in floating arithmetic sequences, an optional exit mode selection is provided. The CPU response is dependent on whether the appropriate exit mode selection was made and the monitor flag /MEJ/CEJ condition.

An exit condition sensed (ECONDS) sets the error exit FF (CPU 3.17) at the same time as the next RNI sequence is initiated. Error exit clears the U3 instruction register, thus forcing a return jump error exit sequence.

POPULATION COUNT 47

The population count instruction is controlled by the FMD sequence. The instruction counts the number of 1-bits from a selected Xk register and delivers the count value to a selected Xi register.

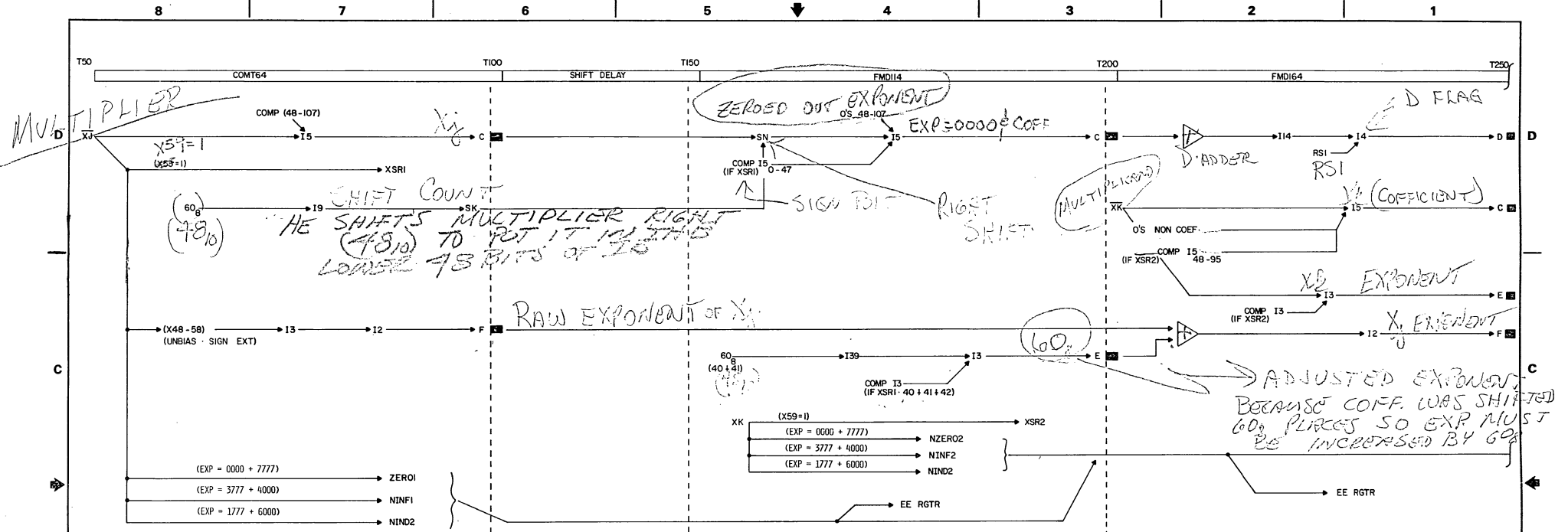
TABLE 5-2-17. OVERFLOW AND UNDERFLOW CONDITIONS

OVERFLOW		
INSTRUCTIONS	OVERFLOW CONDITION	RESULT
Upper Sum (30, 31, 34, 35)	None (see Note below.)	---
Lower Sum (32, 33)	None	---
Upper Product (40, 41)	$*n_1 + n_2 + 60_8 \geq 2000_8$	$\left. \begin{array}{l} X_i = 3777\ 0 \dots 0_8 \text{ or} \\ 4000\ 0 \dots 0_8 \\ \text{(True Sign)} \end{array} \right\}$
Lower Product (42)	$n_1 + n_2 \geq 2000_8$	
Quotient	$n_1 - n_2 - 57_8 \geq 2000_8$	
UNDERFLOW		
INSTRUCTIONS	UNDERFLOW CONDITION	RESULT
Upper Sum (30, 31, 34, 35)	None	---
Lower Sum (32, 33)	Final Exponent $\leq -2000_8$	$\left. \begin{array}{l} X_i = 0000\ 0 \dots 0_8 \\ \\ X_i = 0000\ 0 \dots 0_8 \end{array} \right\}$
Upper Product (40, 41)	$n_1 + n_2 + 57_8 \leq -2000_8$	
Lower Product (42)	$n_1 + n_2 - 1 \leq -2000_8$	
Quotient (44, 45)	$n_1 - n_2 - 60_8 \leq -2000_8$	
<p>*n_1 and n_2 are the initial exponents.</p> <p>Note: Overflow of Upper Sum: Overflow cannot occur unless one operand is infinite. In this case the result is as indicated. If a one-place Right Shift occurs when the larger operand exponent is equal to $+1776_8$, a correct result with exponent $+1777_8$ is generated.</p>		

The counting process is accomplished by left shifting the Xk operand in the D register one bit at a time into the D flag register. For every 1-bit shifted into the D flag, +1 is gated to the F register. The SK counter contains a count of 74_8 , providing the required iterations to shift each bit into the D flag.

The resulting count value (maximum 74_8) is gated from F to the C register, and during common time to the selected Xi register.

SHIFTS & ADDS



TERM NAME	COMMAND OR FUNCTION	DPD NO
COM150	SELECT XJ RGTR	15
COM164	COMP 15 48-95	13
15C85	COMP 15 96-107	8
15C67	COMP 15 96-107	8
COMT64	60 ₈ → 19	15
SL191-SL190		9
NC064	PRESET SK CNTR	15
SK1-SK2		9
COM150	ENABLE C RGTR	15
ENABLC		8
COM164	(IF X59=1)	15
XSR1	(X48-58) (EXP)	24
COMT64	UNBIAS SIGN EXT	15
CEXP13	→ 13 0-17	12
SEXP13		12
NC064	13 → 12	13
1312	ENABLE F RGTR	13
ENADF		13
COM164	SET NINF1 (IF EXP=3777+4000)	24
NINF1		24
NIND1	SET NIND1 (IF EXP=1777+6000)	24
NZERO1	SET NZERO1 (IF EXP=0000+7000)	24
COM164	SET BON FF (IF X59 ≠ 47)	24
BON		24

NC064	15185	X ₀₋₅₉ → 15 ₄₈₋₁₀₇	7
	15285		7
	15164		7
	15264	(15S4-15S2-15S1)	7
	15236		7
	15436		7

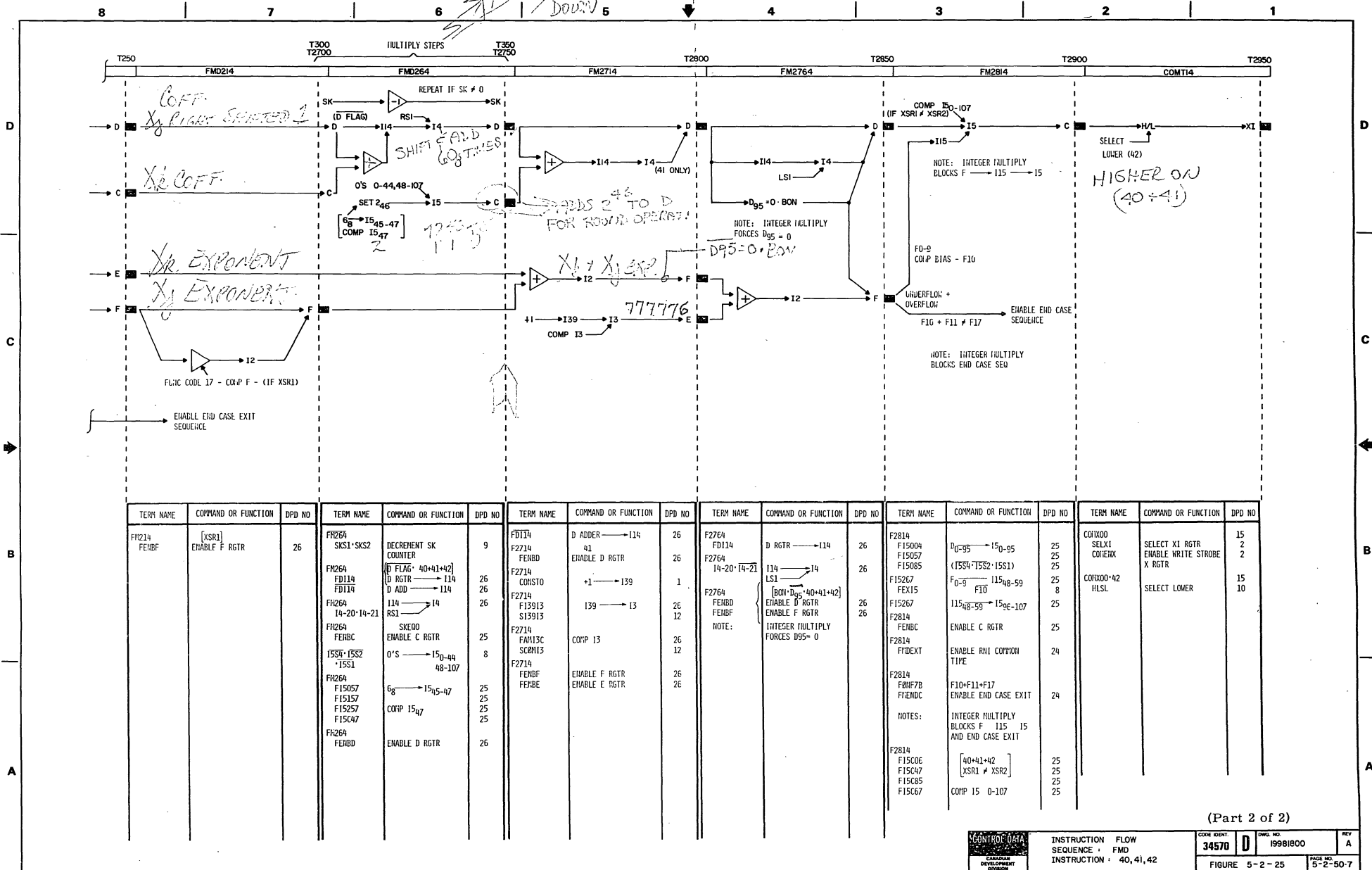
15S1-15S2	0'S → NON COEF (15 48-107)	8
15S4		
FMI14-XSR1	COMP 15 0-46	25
F15C06	COMP 15 47	25
F15C97		
FMI14	ENABLE C RGTR	25
FENBC		25
FMD100	SELECT XK RGTR	24
FMSXK		24
FMI14	SET XSR2 (IF X59=1)	24
ENXSR2		24
XSR2	SET NINF2 (IF EXP=3777+4000)	24
NINF2	SET NIND2 (IF EXP=1777+6000)	24
NIND2	SET NZERO2 (IF EXP=0000+7777)	24
NZERO2		24
FMI14	CLR BON FF (IF BON-X59= X47)	24
BON		24
NIMP	[40-42-BON] [NZERO1-NZERO2] BLOCK END CASE EXIT FOR INTEGER MULTIPLY	25
FMI14	60 ₈ → 139	1
CONST4		
F13913	139 → 13	26
SI3913		12

FMI14	[XSR1:40 + 41 + 42]	24
FAM13C		24
SCM13		12
FMI14	COMP 13	26
FENBE	ENABLE E RGTR	26
FMI14	[40 + 41 + 42]	25
F15004	SN ₀₋₄₇ → 15 ₀₋₄₇	25
F15204	(15S4-15S2-15S1)	25
F15057		25
F15257		25
FMI14	ENABLE EE RGTR	26
FENBEE		26

FMI14	D ADD → 114	26
FMI164	14-20-14-21	26
	114 → 14	
FMI150	SELECT XK RGTR	24
FMSXK		24
15S4-15S2	0'S NON COEF (15 0-47, 96-107)	
15S1	[XSR2]	24
FMI164	COMP 15 48-95	25
F15C85	X48-58 (EXP)	25
FMI164	UNBIAS SIGN EXT	26
FEXP13	→ 13 0-17	12
SEXP13		12
FMI164	[XSR2:40 + 41 + 42]	26
FAM13C		26
SCM13	COMP 13	12
FMI164	ENABLE F RGTR	26
FENBF		26
FMI164	ENABLE E RGTR	26
FENBE		26
FMI164	ENABLE D RGTR	26
FENBD		26
FMI164	ENABLE C RGTR	26
FENBC		26
FMI164	X ₀₋₄₇ → 15 ₄₈₋₉₅	25
F15185	(15S4-15S2-15S1)	25
F15285		25

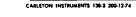
FMI164	40 + 40	
F15C67	COMP 15 96-107	
FMI164	ENABLE EE RGTR	26
FENBEE		

(Part 1 of 2)

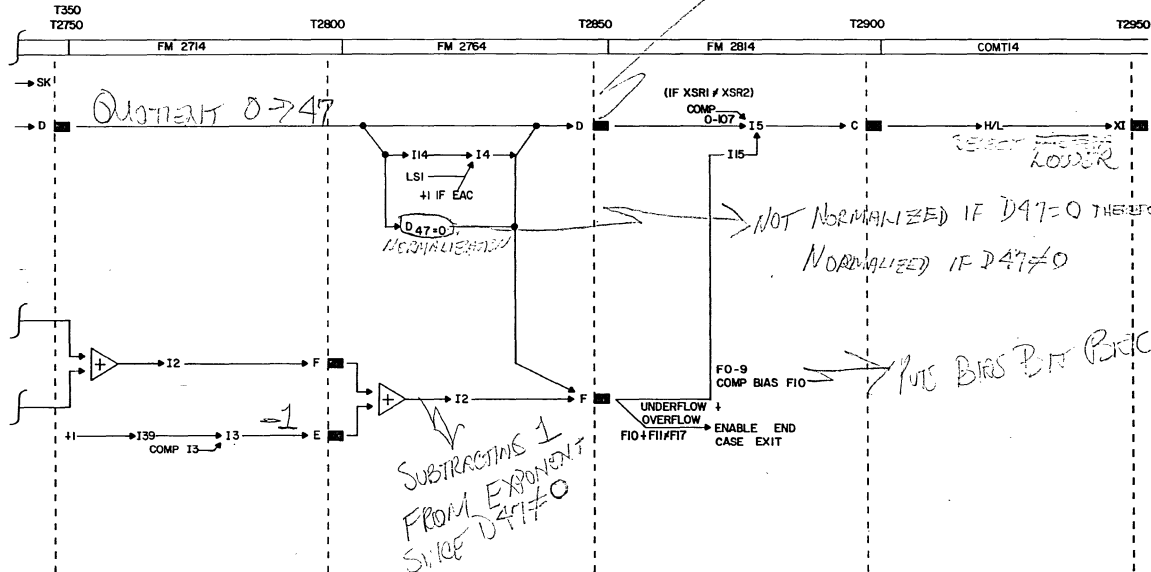


| F₅ | EAC | SEND BIT TO QUOTIENT |

↓ 4 3 2 1

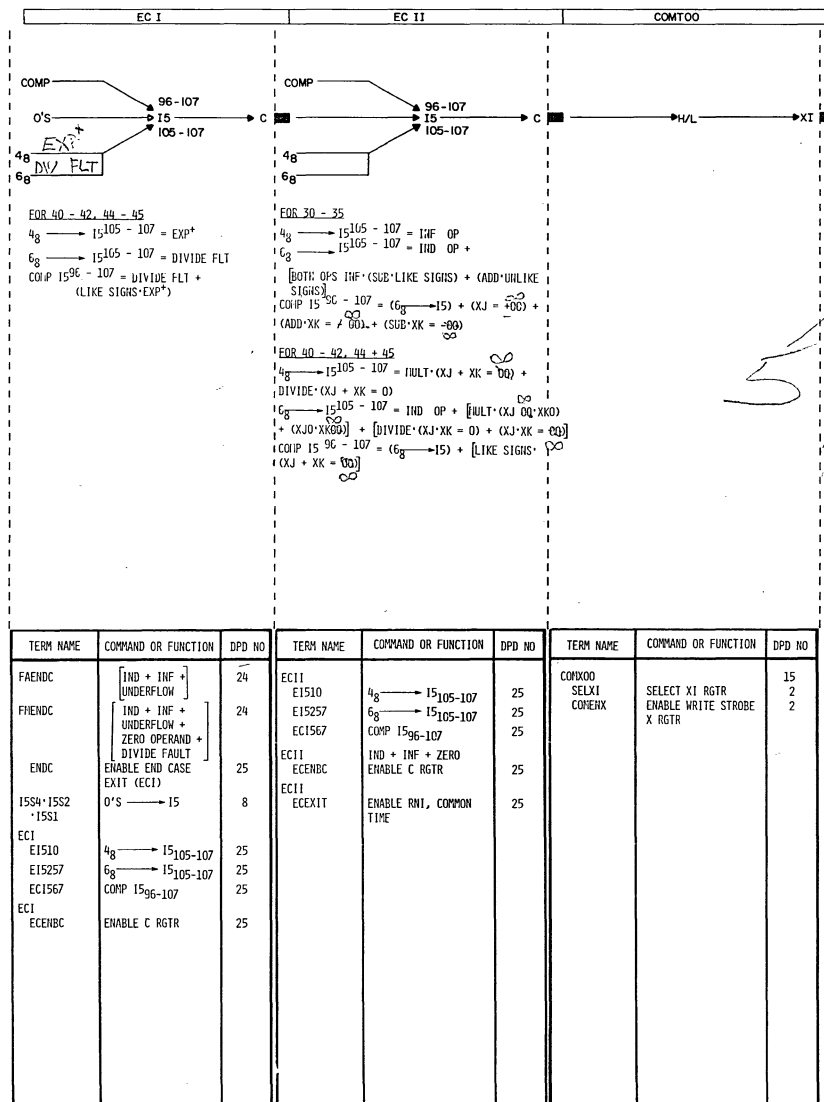


REMAINDER IN D BUS 48-995

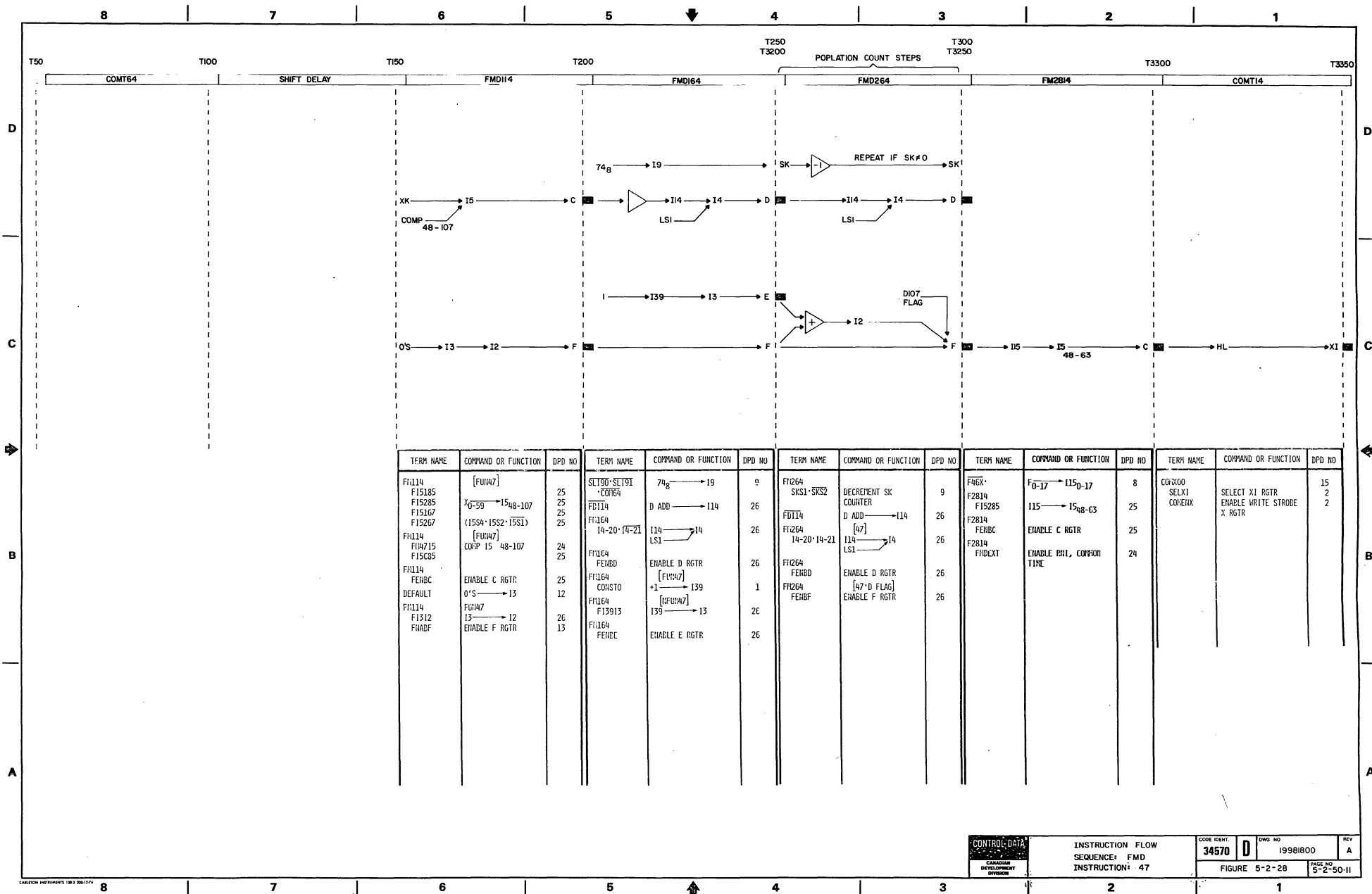


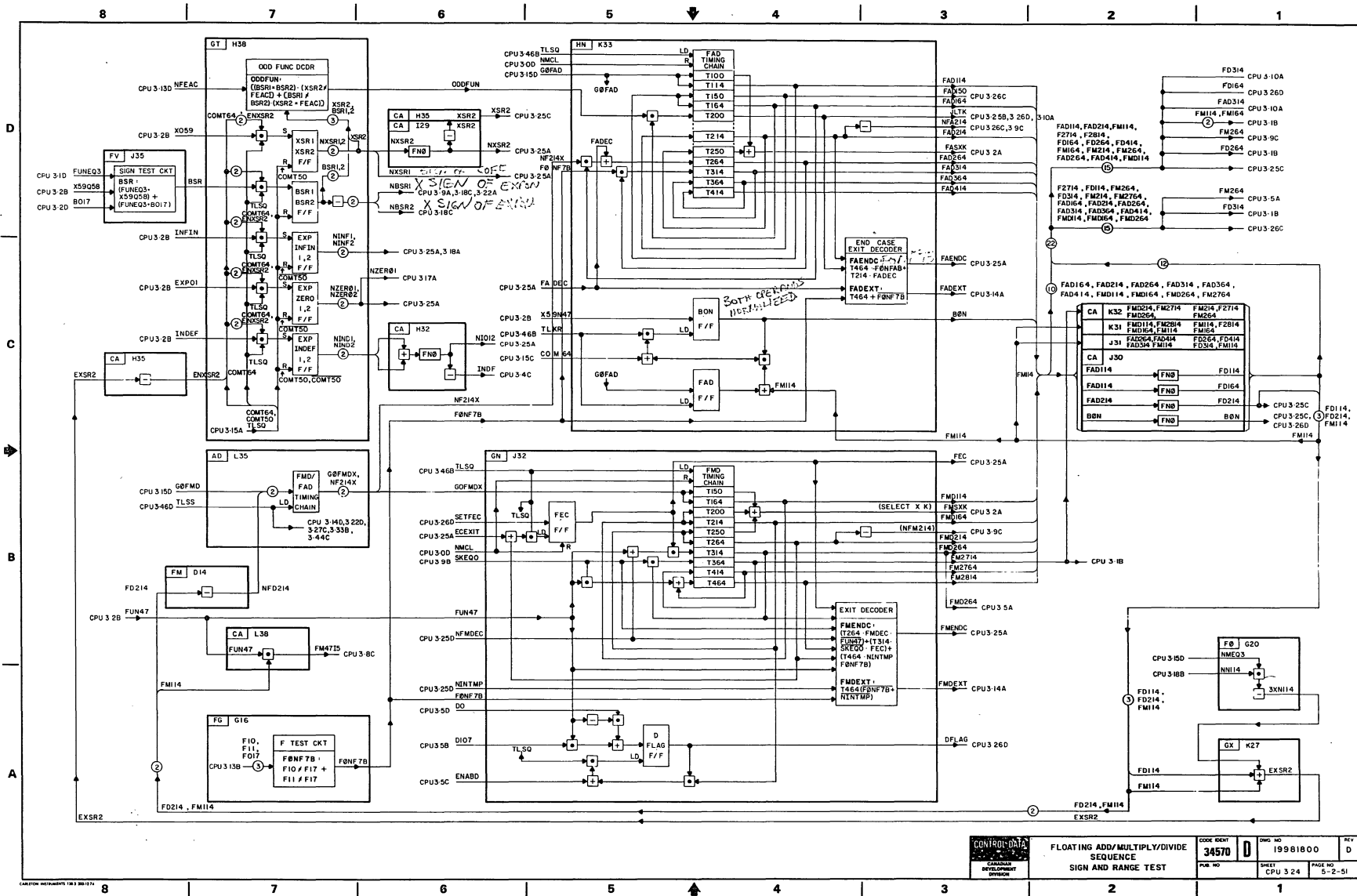
TERM NAME	COMMAND OR FUNCTION	DPD NO	TERM NAME	COMMAND OR FUNCTION	DPD NO	TERM NAME	COMMAND OR FUNCTION	DPD NO	TERM NAME	COMMAND OR FUNCTION	DPD NO
F2714	CONST0	1	F2764	D RGR → I14	26	F2814	D0-95 → I50-95	25	COMX00	SELECT XI RGR	15
F2714			FD114			F15004			SELXI		2
F2714	+1 → I39	1	F2764	I4-20 → I4-21	26	F15057	(I554-I552-I551)	25	COMENX	ENABLE WRITE STROBE X RGR	2
F13913	I39 → I3	26		I14 → I4	26	F15085					
S13913		12		LSI		F15267	F0-9 → I1548-59	25		SELECT HIGHER	10
F2714	COMP I3	26	F2764	[D47-44+45]		FEX15	F10	8	HLSL	SELECT LOWER	
FAM13C		12	FENBD	ENABLE D RGR	26	F15267	I1548-59 → I596-107	25			
SCM13		26	FENBF	ENABLE F RGR	26	F2814					
F2714						F15C06	[44 + 45.]	25			
FENBF	ENABLE F RGR	26				F15C47	[XSR1 ≠ XSR2]	25			
FENBE	ENABLE E RGR	26				F15C85		25			
						F15C67	COMP I50-107	25			
						F2814					
						FENBC	ENABLE C RGR	25			
						F2814					
						FMDXT	ENABLE RMT, COM'ON TIME	24			
						F2814					
						FBNF7B	F10 + F11 = F17	24			
						FBNDC	ENABLE END CASE EXIT				

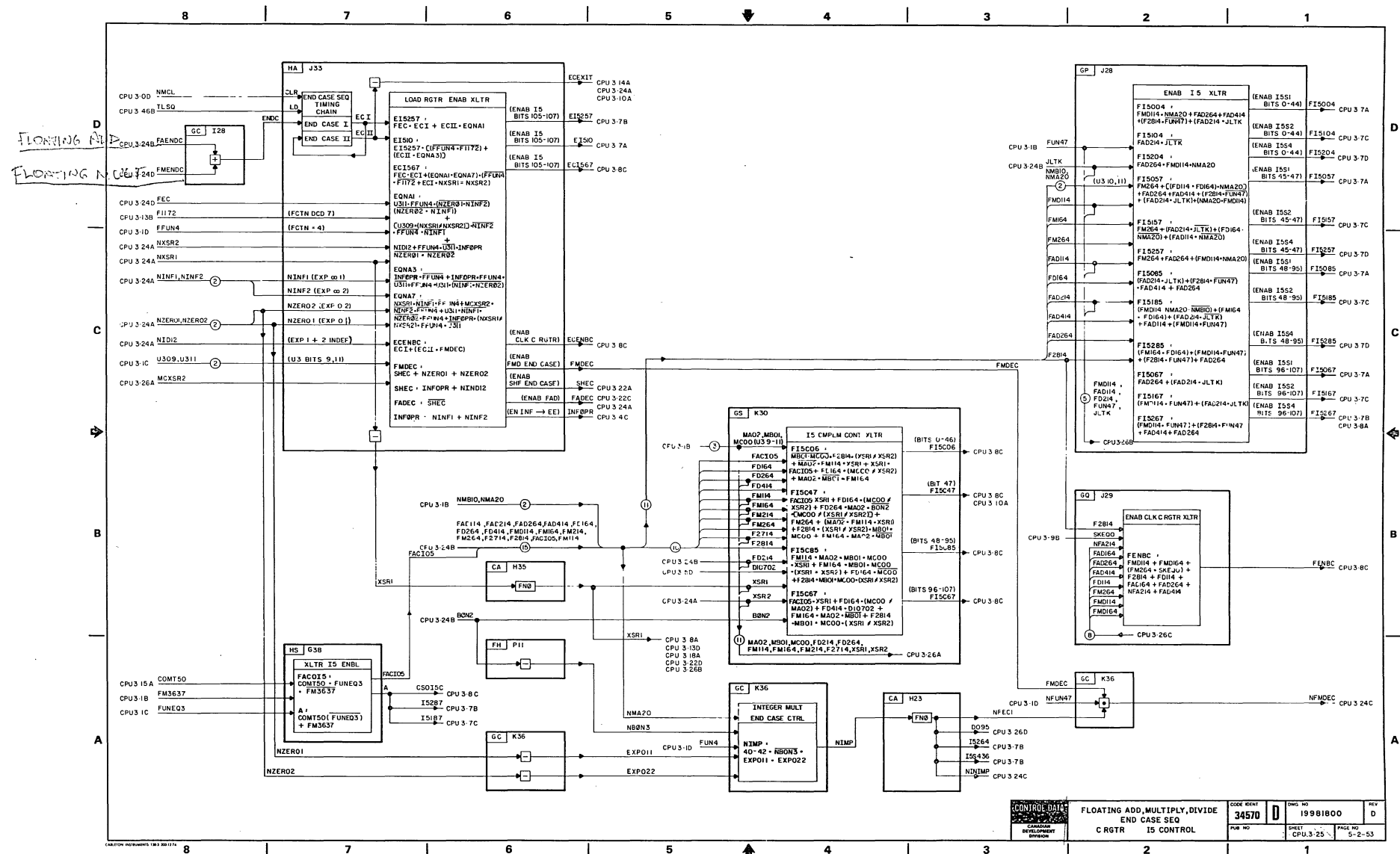
(Part 2 of 2)

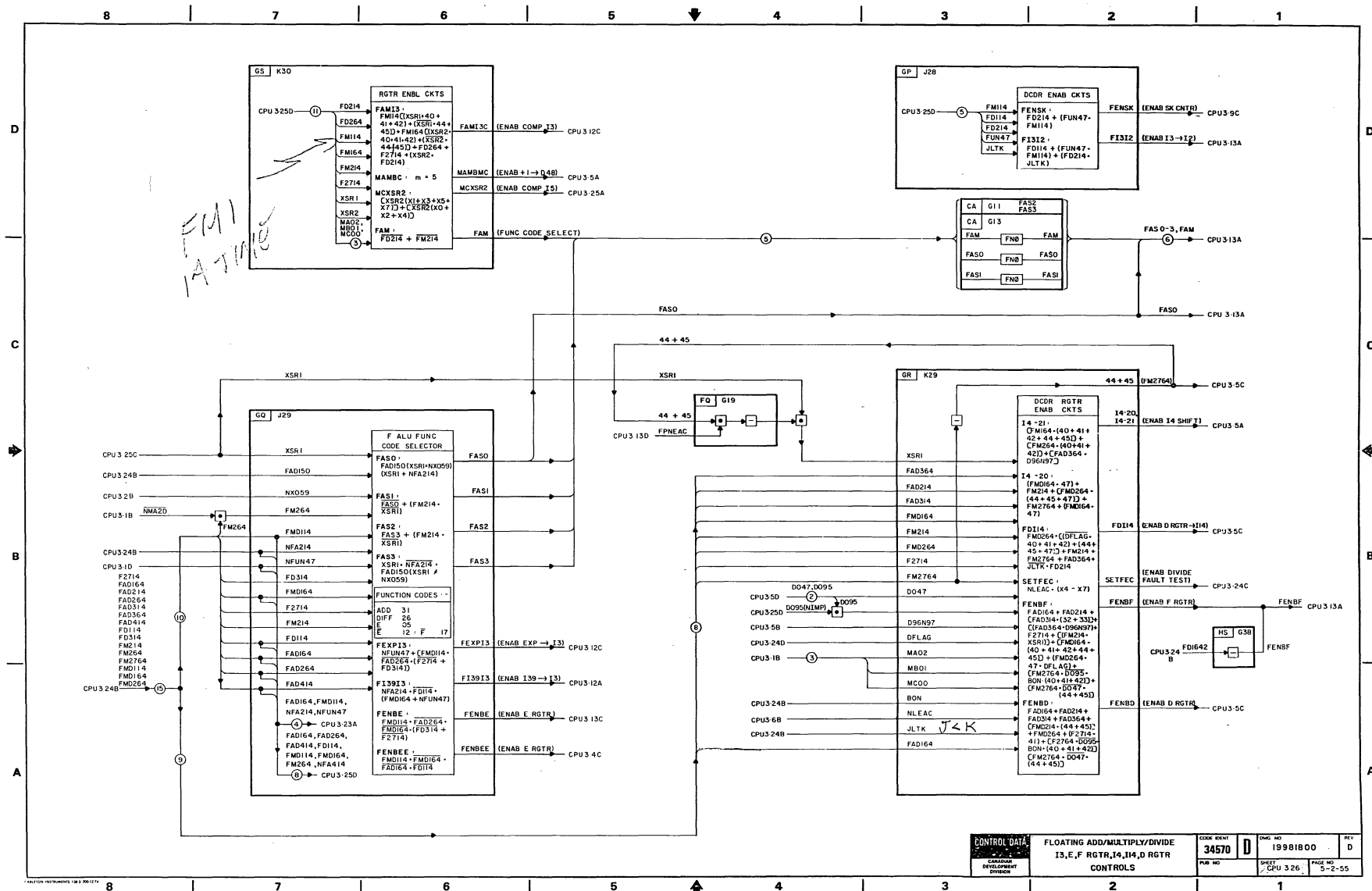


TERM NAME	COMMAND OR FUNCTION	DPD NO	TERM NAME	COMMAND OR FUNCTION	DPD NO	TERM NAME	COMMAND OR FUNCTION	DPD NO
FAENDC	[IND + INF + UNDERFLOW]	24	EC11			COMXOO		15
FRIENDC	[IND + INF + UNDERFLOW + ZERO OPERAND + DIVIDE FAULT]	24	E1510	48 → 15105-107	25	SELXI	SELECT XI RGTR	2
ENDC	ENABLE END CASE EXIT (EC1)	25	E15257	68 → 15105-107	25	CORENX	ENABLE WRITE STROBE X RGTR	2
ISS4-15S2-15S1	O'S → 15	8	EC1567	COMP 1596-107	25			
EC1			EC11	IND + INF + ZERO	25			
E1510	48 → 15105-107	25	ECENBC	ENABLE C RGTR	25			
E15257	68 → 15105-107	25	EC11					
EC1567	COMP 1596-107	25	ECEXIT	ENABLE RNT, COMMON TIME	25			
EC1								
ECENBC	ENABLE C RGTR	25						









DETAILED PAK DIAGRAM (CPU 3.27)

ECS SUBSYSTEM SEQUENCE

Detection of an ECS instruction (011jK or 012jK) in parcels 0 and 1 causes an ECS request to be sent to the ECS coupler. The continuation of the ECS sequence is suspended until the accept (ECSACP) is returned. The ECS sequence is responsible for making address range tests for both the ECS address and the CM address. This is done in each case by comparing the last word address against the field length (FLE or FL). A test for negative word count is also performed. Violation of any of these conditions causes an address range error (AOR) and aborts the ECS sequence. An attempt to execute an ECS instruction from the wrong parcel, or when no ECS coupler is present, forces an illegal instruction fault.

The ECS sequence sends the word count ($Bj + K$) and the ECS starting address ($X0\ 0-23 + RAE$) to the ECS coupler, and the starting address ($A0 + RA$) to CMC. If none of the abort conditions are present, a start transfer is sent to the coupler to initiate movement of data. The CPU remains idle during the transfer.

An error exit (ERRABT) or normal exit (ENDTRC) will be sent to the CPU at the completion of the data transfer. The error exit causes the processor to execute the instruction (usually a branch) that is in parcels 2 and 3 of the ECS instruction word. A normal exit bypasses this instruction and does an initial start RNI to the next word.

FLAG REGISTER

The ECS subsystem also contains a flag register primarily used for communication between processors attached to ECS. Access to this register is through an ECS instruction identified by both bit 23 of $X0$ and bit 23 of FLE being set. The ECS sequence must be modified when a flag operation is detected. The contents of $X0\ 0-23$ are sent to the coupler without the addition of RAE. No data transfer is made; however, the coupler will respond with either error or normal exit depending on the flag function bits in $X0$ and the condition of the flag register.

EXCHANGE BREAKIN

If an exchange request arrives during the execution of an ECS transfer, the ECS instruction is terminated. No provision is made for maintaining addresses or number of words transferred. Consequently, the P register value stored in the exchange package will point to the ECS instruction. It will be reinitiated at the next execution interval of the program as if no ECS data had been processed.

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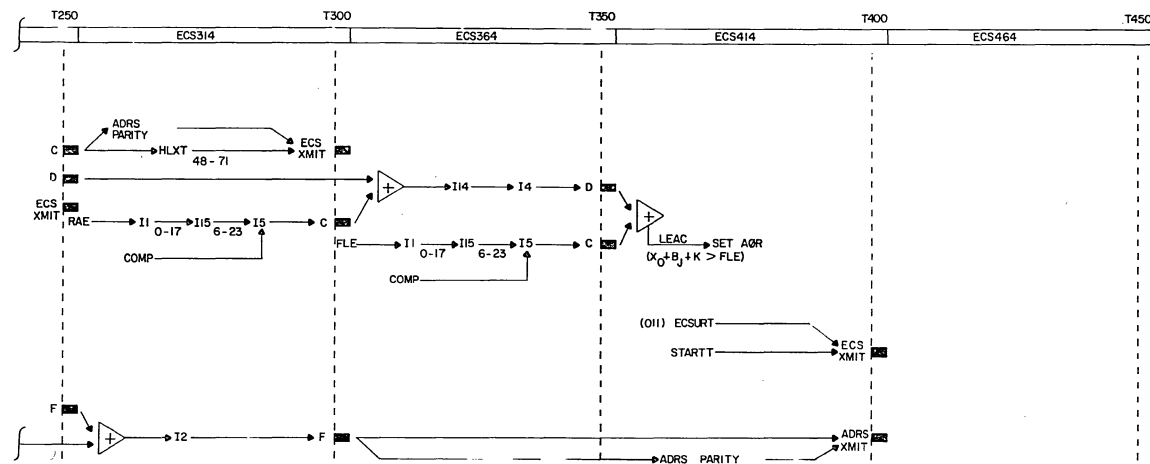
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TERM NAME	COMMAND OR FUNCTION	DPD NO	TERM NAME	COMMAND OR FUNCTION	DPD NO	TERM NAME	COMMAND OR FUNCTION	DPD NO	TERM NAME	COMMAND OR FUNCTION	DPD NO
ECS314	SRAECS	27	ECS364	SFLECS	27	ECS414	[HLEAC]	27	ECS464	[ENDIRF]	27
F46X-ES115	RAE → I1	27	F46X-ES115	FLE → I1	27	SETARR	SET AOR	17	HESETR	ENABLE RH	27
ECS314	I10-17 → I15C-23	8	ECS364	I10-17 → I15C-23	8				ESERRX	[ERRBIT]	27
ES1115	I150-59 → I548-95	27	ES1115	I150-59 → I548-95	27					ENABLE SEO EXIT	27
IS285		7	IS285		7						
ECS314	COMP I5	27	ECS364	COMP I5	27						
ECS15C		27	ECS15C		27						
ECS314	ENABLE F RGTR	27	ECS364	ENABLE D RGTR	27						
ECSEHF	ENABLE C RGTR	27	ECSEHC	ENABLE C RGTR	27						
ECSEHC		27	ECSEHC		27						

(Part 2 of 2)

CONTROL DATA
DEVELOPMENT
DIVISION

INSTRUCTION FLOW
SEQUENCE : ECS
INSTRUCTION : OII, OI2

CODE IDENT: 34570
DWG NO: 19981800
REV: A
FIGURE 5-2-29
PAGE NO: 5-2-56-2

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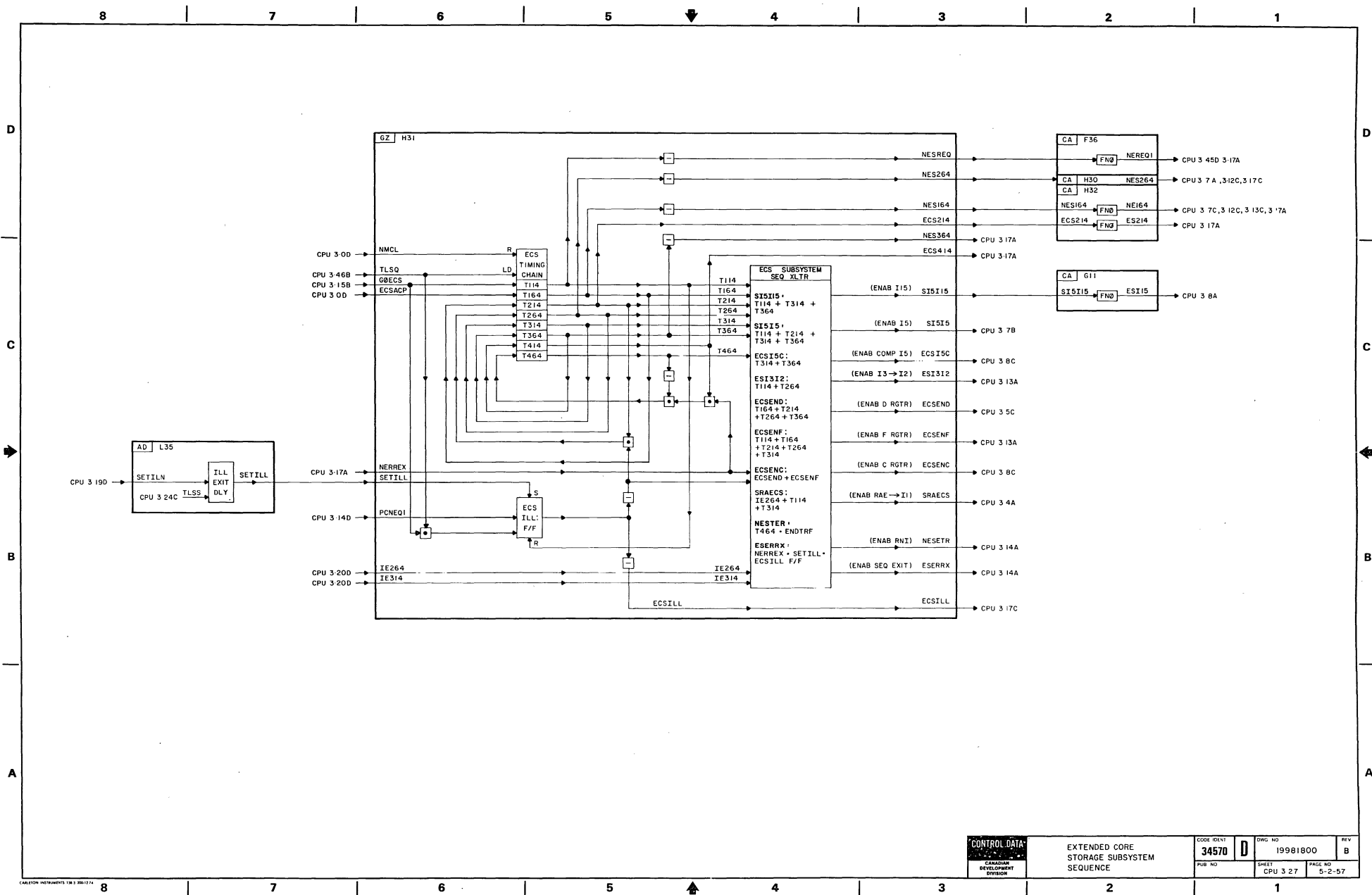
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2

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DETAILED PAK DIAGRAM (CPU3,28)
COMPARE/MOVE DATA SECTION (Part One)

The compare move data section consists of four data registers. Three are shown on diagram 3.28; they are the 54-bit R register, the 60-bit Q register, and the 60-bit S register. The remaining register is shown on diagram 3.29; it is the 48-bit T register.

Q REGISTER

The 60-bit Q register is located on the JC module. It is the primary word formation register. Input to the Q register is through selector I30 which allows selection of either the C register bits 48-107 or R register bits 0-47, 108-113.

R REGISTER

The 54-bit R register is also located on the JC module. It is used as a residue register for data right shifted in the C register prior to storing in the Q register. The input to R comes directly from the C register bits 0-47, 108-113.

S REGISTER

The 60-bit S register is located on the JB module. It acts as a buffer register for data stored in the Q register.

During move instructions (464, 465), data words that have been properly formatted in the Q register are transferred to the S register. The output of S gates directly to the HR register and the output transmitters.

During a compare instruction (466, 467), the S register serves a more useful purpose. Data words that have been properly formatted in the Q register are transferred to the S register awaiting subsequent comparison with corresponding words stored in the Q register.

COMPARISON CIRCUITS

Data comparison is performed on a word basis by the S = Q compare circuit located on the JB module. Each JB module is capable of one character comparison.

The output of the S = Q compare circuit generates a compare character equal signal for each character (COME 0-9). Compare character equal will be at one level when the respective characters in S and Q are equal. The compare character equal signals can also be forced to indicate equality by the force equivalence circuits. These circuits are used by the compare collate instruction exclusively.

If all ten characters in the S register and Q register compare equal, the compare word equal signal (CWEQ) will be generated from the JF module. Compare word equal allows comparison of the next pair of words.

If an inequality exists between the characters in S and Q, the respective compare character equal signals for the unequal characters will be at a zero level. These zero level compare character equal signals are monitored by an unequal character position priority encode circuit, located on the JF module. The output of the encoder provides a 4-bit binary code pointing to the first unequal character. This binary code is stored in the character position (CP) register.

FORCE EQUIVALENCE CIRCUITS

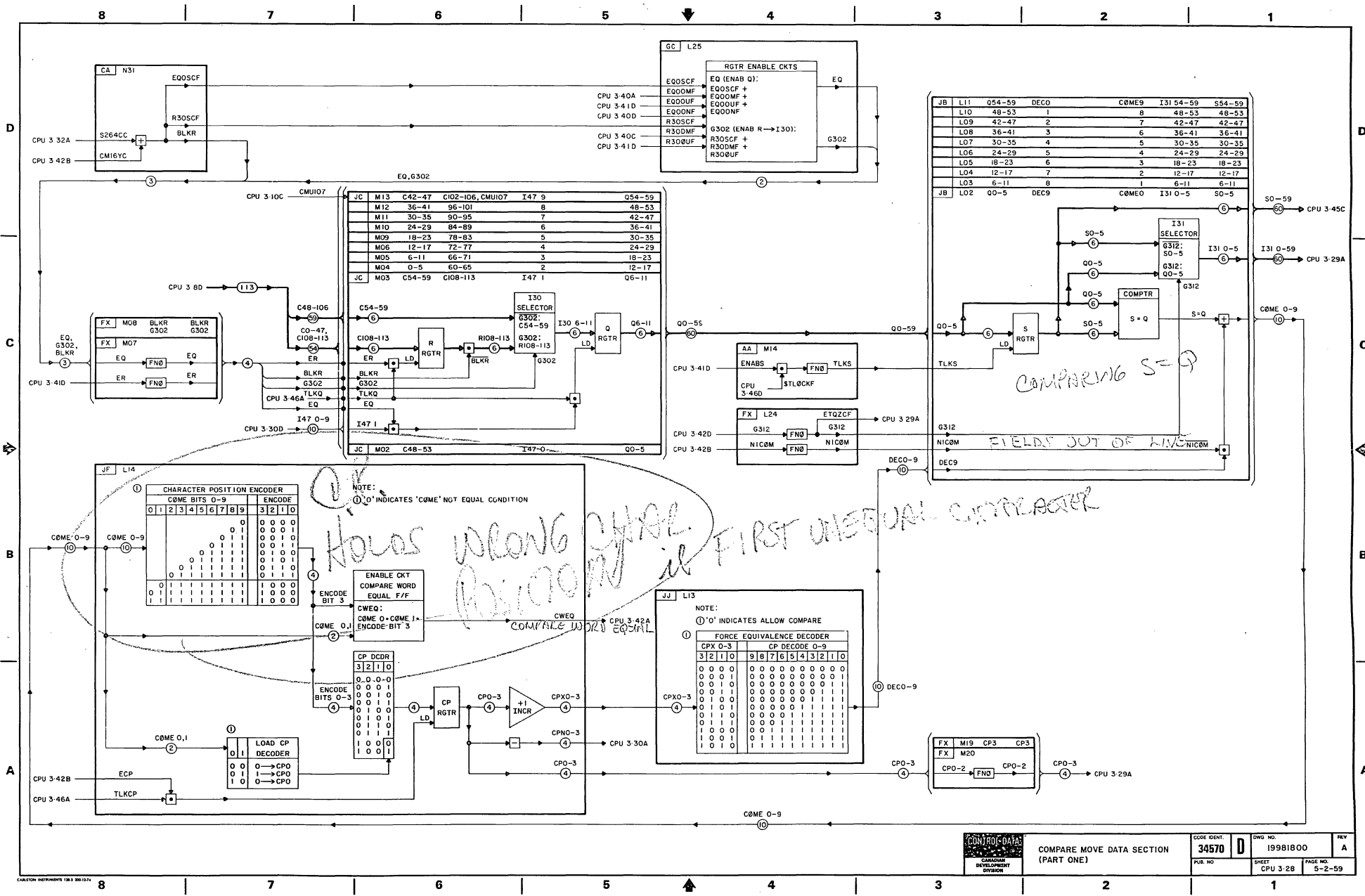
The output of the character position register (CP) feeds a +1 incrementer circuit also located on the JF module. The incrementer is used to force equivalence for a collate instruction.

For example, assume that during the execution of a compare collate instruction a pair of characters are found unequal. The character position code for the unequal characters is stored in the character position register. The collating characters corresponding to the unequal characters are read from the collate table and compared. Should they be equal, the instruction continues. The code in the CP register is incremented by one, pointing to the next character to be compared. The incremented value is fed to the force equivalence decoder which generates 10 force equivalence bits (DEC 0-9). The force equivalence bits cause an equal comparison to occur on all characters preceding the unequal character and including the unequal character. Comparison of the remaining characters occurs as described previously.

TABLE 5-2-18. CPU 3.28 KEY TEST POINTS

BIT NO.	JC		JC		JB	
	PAK LOC.	C (IN)	PAK LOC.	Q REG (IN)	PAK LOC.	Q (IN)
00	M04	07	M02	02	L02	12
01	M04	05	M02	03	L02	13
02	M04	14	M02	04	L02	14
03	M04	12	M02	01	L02	10
04	M04	11	M02	10	L02	04
05	M04	13	M02	09	L02	09
06	M05	07	M03	02	L03	12
07	M05	05	M03	03	L03	13
08	M05	14	M03	04	L03	14
09	M05	12	M03	01	L03	10
10	M05	11	M03	10	L03	04
11	M05	13	M03	09	L03	09
12	M06	07	M04	02	L04	12
13	M06	05	M04	03	L04	13
14	M06	14	M04	04	L04	14
15	M06	12	M04	01	L04	10
16	M06	11	M04	10	L04	04
17	M06	13	M04	09	L04	09
18	M09	37	M05	02	L05	12
19	M09	05	M05	03	L05	13
20	M09	14	M05	04	L05	14
21	M09	12	M05	01	L05	10
22	M09	11	M05	10	L05	04
23	M09	13	M05	09	L05	09
24	M10	07	M06	02	L06	12
25	M10	05	M06	03	L06	13
26	M10	14	M06	04	L06	14
27	M10	12	M06	01	L06	10
28	M10	11	M06	10	L06	04
29	M10	13	M06	09	L06	09

BIT NO.	JC		JC		JB	
	PAK LC C.	C (IN)	PAK LOC.	Q REG (IN)	PAK LOC.	Q (IN)
30	M11	07	M09	02	L07	12
31	M11	05	M09	03	L07	13
32	M11	14	M09	04	L07	14
33	M11	12	M09	01	L07	10
34	M11	11	M09	10	L07	04
35	M11	13	M09	09	L07	09
36	M12	07	M10	02	L08	12
37	M12	05	M10	03	L08	13
38	M12	14	M10	04	L08	14
39	M12	12	M10	01	L08	10
40	M12	11	M10	10	L08	04
41	M12	13	M10	09	L08	09
42	M13	07	M11	02	L09	12
43	M13	05	M11	03	L09	13
44	M13	14	M11	04	L09	14
45	M13	12	M11	01	L09	10
46	M13	11	M11	10	L09	04
47	M13	13	M11	09	L09	09
48	M02		M12	02	L10	12
49	M02		M12	03	L10	13
50	M02		M12	04	L10	14
51	M02		M12	01	L10	10
52	M02		M12	10	L10	04
53	M02		M12	09	L10	09
54	M03		M13	02	L11	12
55	M03		M13	03	L11	13
56	M03		M13	04	L11	14
57	M03		M13	01	L11	10
58	M03		M13	10	L11	04
59	M03		M13	09	L11	09
108	M03	07				
109	M03	05				
110	M03	14				
111	M03	12				
112	M03	11				
113	M03	13				



CONTROL DATA
CAMDEN
DEVELOPMENT
DIVISION

COMPARE MOVE DATA SECTION
(PART ONE)

CODE BENT	34570	DWG NO.	19981800	REV	A
SHEET	CPU 3-28	PAGE NO.	5-2-59		

DETAILED PAK DIAGRAM (CPU 3.29)
COMPARE/MOVE DATA SECTION (Part Two)

The circuitry shown on diagram 3.29 is used by the compare collate (466) and compare uncollated (467) instructions.

COMPARE UNCOLLATED (467)

For a compare uncollated instruction, the circuitry on this diagram determines whether the unequal character in Q was greater than, or less than, the unequal character in S. Selectors I32 and I33 on the JD module gate the unequal character from S via I37 to the TS register, and the unequal character from Q via I37 to the TQ register. The unequal character is selected using the code stored in the character position register (CP).

Each JD module is capable of performing a single bit comparison between TS and TQ. The output of the TS = TQ compare circuit generates a compare bit equal signal for each bit (CMTC 0-5). The compare bit equal signals will be at a one level when the respective bits in TS and TQ are equal.

The compare bit equal signals (CMTC 0-5) are fed to a priority encode circuit on the JE module. The priority encode circuit, scanning from left to right, produces a code pointing to the first unequal bit in the TS and TQ registers. The priority code is then fed to a multiplexer circuit. The multiplexer circuit monitors the TQ register bits 0-5. By using the binary code from the priority encoder, the multiplexer circuit will select the appropriate TQ register bit that compared unequal. If this bit equalled one, TQ would be greater than TS and the QGS signal will be generated.

QGS is used during the exit sequence to condition the X0 register.

COMPARE COLLATE (466)

For a compare collate instruction the circuitry on this diagram performs the collate operation.

I32 and I33 will select the unequal character from S and Q using the code stored in the CP register. These characters are then stored in the TS and TQ registers via the I37 selector.

Assuming that this is the first time a collate operation is being performed during the instruction execution, the T register will not contain a valid collate table word. Consequently, the word position register located on the JE module will not contain a valid word position code.

The word position register (WP) feeds two test circuits located on the JE module. These circuits determine whether the word position code is equal to the upper 3 bits of the unequal character in the TS and TQ registers. However, the output of these two test circuits are blocked by the first collate signal N1COL in its active state.

The collate sequence uses the output from the WP = TQ and the WP = TS test circuits to condition two equality detection FFs. The third equality detection FF is located on the JE module. A TQ = TS test circuit feeds the TQ = TS equality detection FF.

The contents of these three detection FFs determine the sequence of events that occur during a collate operation.

With the WP = TQ and WP = TS test circuits blocked by first collate active, only two equality detection possibilities can occur:

	<u>TQ = TS</u>	<u>TQ = WP</u>	<u>TS = WP</u>
1.	1	0	0
2.	0	0	0

The TQ = TS detection FF indicates that both collate characters are contained in the same collate table word. If TQ = TS the collate characters are located in different words of the collate table.

COLLATE TABLE LOOK-UP - TQ = TS

Assuming $TQ \neq TS$, two central memory references are required for collate table look-up. An address pointing to the first word of the collate table is stored in the A0 register. The contents of A0 are added to TS register bits 3-5 to provide the address for the first table look-up. TS register bits 3-5 are also gated to the WP register via I35.

After the word read from the collate table is received at the CR9 register, it is gated to the table register (T) located on the JG module. The table register feeds a priority multiplex circuit capable of selecting one of the eight collate characters from table register. Selection is determined by the binary code selected via I38 located on the JD module. At this time I38 would select the lower 3 bits of the TS register (0-2) to I38, so that the appropriate character is selected in I34. The selected collate character is gated to I37 located on the JD module. I37 will now select the collate character from I34 to be stored in the TS register.

Another memory reference will obtain the second word from the collate table. The procedure is similar to that already described except that the TQ register is used.

After the second word read from the collate table is received at the CR9 register, it is gated to the table register, destroying the previous contents. The lower 3 bits (0-2) of the TQ register are gated to I38, allowing selection of the second collate character from I34 to I37. I37 will select the collate character to be stored in the TQ register.

With both collate characters stored in the TS and TQ registers, the contents of TS and TQ are compared for equality using the comparison circuit located on the JD module. If both collate characters are equal, the collate character equal signal (CCEQ) from the JE module will allow normal continuance of instruction execution.

COLLATE CHARACTER COMPARISON - EQUAL

The remaining circuits on the JE module serve a useful purpose if the result of a collate character comparison is equal. The word position register (WP) will contain a code pointing to the collate table word referenced on the last memory request. This is the word contained in the table register.

If during the same collate instruction execution another collate operation is required, the collate sequence control logic will check the condition of the three equality detection FFs to determine the sequence of events.

Five possible combinations can occur:

BOTH CHARACTERS IN SAME TABLE WORD

	<u>TQ = TS</u>	<u>TQ = WP</u>	<u>TS = WP</u>	<u>MEMORY REQUESTS</u>
1.	-	1	1	NONE
2.	0	0	0	2
3.	1	0	0	1
4.	-	0	1	1
5.	-	1	0	1

If both TQ = WP and TS = WP, both collate characters are stored in the table register; a memory reference is not required.

If $\overline{\text{TQ}} = \text{TS}$ and $\overline{\text{TQ}} = \overline{\text{WP}}$ and $\overline{\text{TS}} = \overline{\text{WP}}$, neither collate character is stored in the table register. Two memory requests are required to obtain the collate characters from the collate table.

Finally, if either TQ = WP or TS = WP, both collate characters are located in the same table word. Only one memory request is required to obtain both characters from the table.

TABLE 5-2-19. CPU 3.29 KEY TEST POINTS

BIT NO.	FG		JD	
	PAK LOC.	CR9 (IN)	PAK LOC.	I31 (IN)
00			M16	03
01			M17	03
02			M18	03
03			M21	03
04			M22	03
05			M23	03
06			M16	06
07			M17	06
08			M18	06
09			M21	06
10			M22	06
11			M23	06
12	L15	07	M16	04
13	L16	07	M17	04
14	L17	07	M18	04
15	L19	07	M21	04
16	L20	07	M22	04
17	L21	07	M23	04
18	L15		M16	13
19	L16		M17	13
20	L17		M18	13
21	L19		M21	13
22	L20		M22	13
23	L21		M23	13
24	L15	05	M16	12
25	L16	05	M17	12
26	L17	05	M18	12
27	L19	05	M21	12
28	L20	05	M22	12
29	L21	05	M23	12

BIT NO.	FG		JD	
	PAK LOC.	CR9 (IN)	PAK LOC.	I31 (IN)
30	L15	03	M16	07
31	L16	03	M17	07
32	L17	03	M18	07
33	L19	03	M21	07
34	L20	03	M22	07
35	L21	03	M23	07
36	L15	09	M16	05
37	L16	09	M17	05
38	L17	09	M18	05
39	L19	09	M21	05
40	L20	09	M22	05
41	L21	09	M23	05
42	L15	08	M16	11
43	L16	08	M17	11
44	L17	08	M18	11
45	L19	08	M21	11
46	L20	08	M22	11
47	L21	08	M23	11
48	L15	14	M16	14
49	L16	14	M17	14
50	L17	14	M18	14
51	L19	14	M21	14
52	L20	14	M22	14
53	L21	14	M23	14
54	L15	13	M16	02
55	L16	13	M17	02
56	L17	13	M18	02
57	L19	13	M21	02
58	L20	13	M22	02
59	L21	13	M23	02

DETAILED PAK DIAGRAM (CPU 3.30)
COMPARE/MOVE CONTROL SECTION (Part One)

C1, C2 OFFSET REGISTERS

The C1 and C2 offset registers are located on the JX module. C1 provides a 4-bit offset value for the first word of the K1 field. C2 provides a 4-bit offset value for the first word of the K2 field.

I41, I42 - C-ADDER

Selector circuits I41 and I42 are located on the JX module. The outputs of I41 and I42 provide the A and B inputs to the C adder on the JY module. Depending upon the gating term selection of I41 and I42 (both operate in parallel), the C adder may perform three functions:

1. Subtract C2 from C1 (by complement addition)
2. Subtract C1 from C2 (by complement addition)
3. Add SCR+ (+12₈)

The C adder output is gated to the shift count register (SCR). The shift count value is used to shift characters in the C register to the appropriate position (depending on the C1, C2 offset value) before loading in the Q register. The shift count value stored in SCR represents the number of characters that must be right shifted. This value is gated to a times-six translator circuit that converts the character shift count to a bit shift count. The translator output (SCRX 1-5) is gated to the shift count register via I19 and I9 (CPU 2.8).

I40, I40 DECODE, I44

Selector I40 located on the JX module provides a 4-bit input path to selector I44 and the I40 decode circuit located on the JJ module. Depending on gating term selection of I40, the contents of any one of four registers may be gated to the character select register (CSR) located on the JZ module.

C1 → I40 → I40 DECODE → CSR
C2 → I40 → I40 DECODE → CSR
LA → I40 → I40 DECODE → CSR
LC → I40 → I40 DECODE → CSR

In the same manner, the gating term selection of I40 allows the contents of any one of three registers to be gated to the partial write register (PW) also located on the JZ module.

SCR → I40 → I40 DECODE → PW
LA → I40 → I40 DECODE → PW
LC → I40 → I40 DECODE → PW

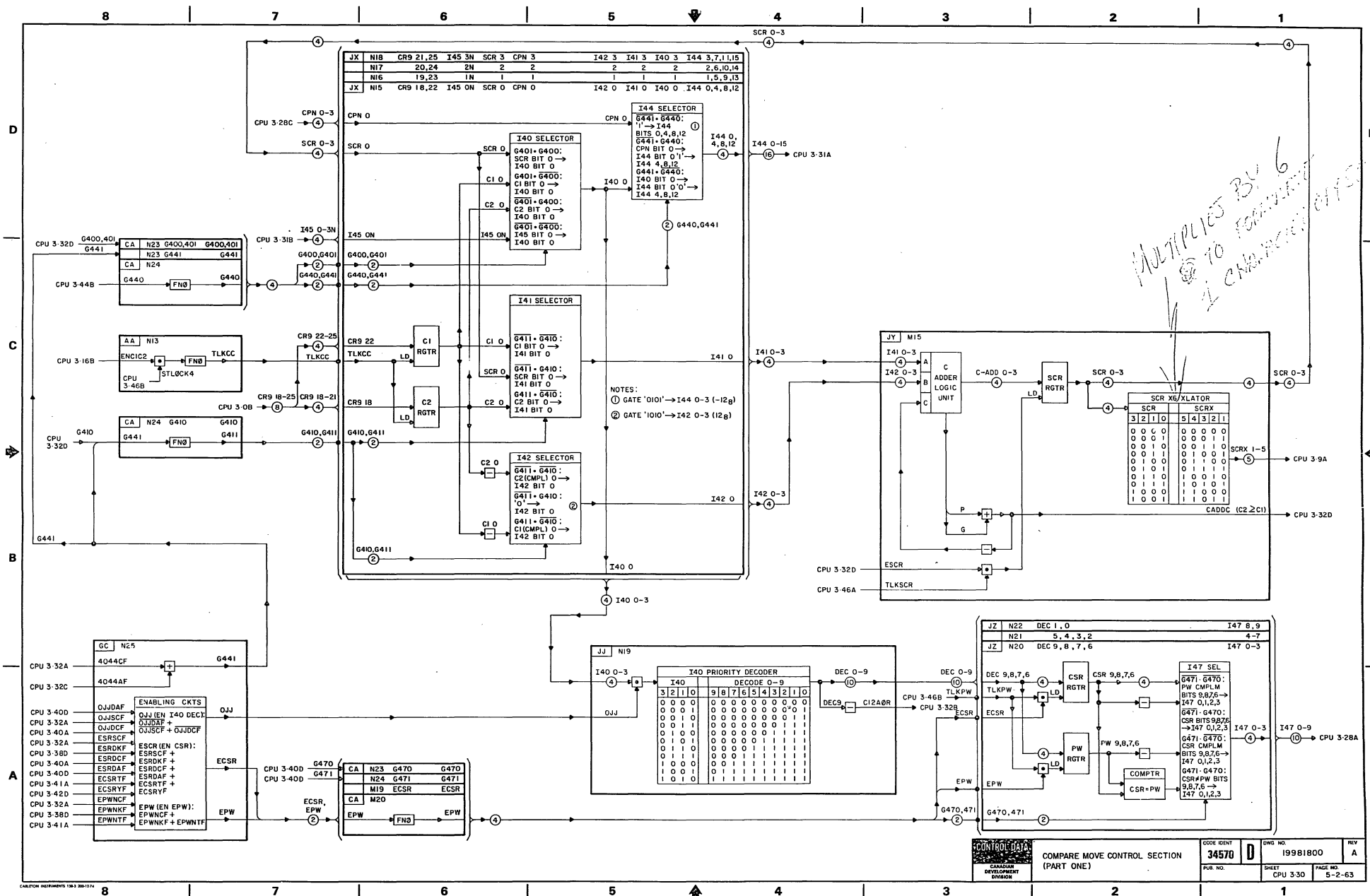
The purpose of the I40 decoder is to transform the 4-bit code from one of the registers listed above to a 10-bit code representing the ten character positions in a word.

Selector I44 located on the JX module provides a 16-bit input path to the LE register located on the JM module (CPU 3.31). The gating term selection of I44 allows the contents of any one of three registers, or a generated constant value to be gated to the LE register.

C1 → I40 → I44 → LE
C2 → I40 → I44 → LE
 \overline{CP} → I44 → LE
-12₈ → I44 → LE

CHARACTER SELECT/PARTIAL WRITE REGISTERS (CSR, PW)

The character select and partial write registers contain a 10-bit code, each bit representing one of ten character positions in the Q register. CSR, CSR complement, PW complement and CSR ≠ PW are gated to the I47 selector. Depending on gating term selection of I47, the appropriate CSR/PW bits provide an enable or disable on the Q register input load circuit (CPU 3.28).



DETAILED PAK DIAGRAM (CPU 3.31)
COMPARE/MOVE CONTROL SECTION (Part Two)

LA, LC REGISTERS

The LA and LC registers are located on the JN module. At the beginning of a compare/move instruction, the LA and LC registers will contain an octal representation of the character field length. The length value is gated from CR9 bits 26-29, 48-50 (465, 466, 467) or CR9 bits 26-29, 48-56 (464), via the I46 selector located on the JM module.

LAC1, LAC2 REGISTERS

The LAC1 and LAC2 registers receive the current LA or LC length value via selector I45. The length value in LAC2 is used during compare unequal to determine the character count value to be stored in the X0 register upon instruction conclusion.

LE, LF REGISTERS

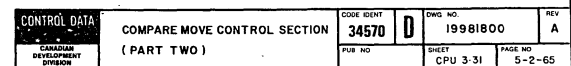
The LE and LF registers provide the A and B input path to the L adder located on the JM module. The LE register receives its input from selector I44 located on the JX module (CPU 3.30). Depending on the selections made at I40 and I44 (described previously), the LE register will receive either the contents of C1 or C2, the complemented contents of the character position (CP) register, or a generated constant value of -12_8 .

The LF register receives its input from selector I45. I45 allows the contents of LA, LC, LAC2 or the L adder output via I46 to be gated to the LF register.

L ADDER

The L adder performs four functions required for character length calculations. Initially, the contents of LA and LC are added to the contents of C1 and C2, respectively. The results are returned to the LA and LC registers. During K1 and K2 address sequences, LA and LC are decremented by -12_8 . The address sequence monitors the decremented values of LA and LC to determine a K1 or K2 exhaust condition. In addition, during K2 address sequences for a move, the decremented LC value from the L adder is gated via I45 to the LF register to perform a double subtraction. The double subtraction provides a look-ahead function that detects an exhaust condition on the next K2 address sequence. Finally, the L adder allows the contents of the character position register (CP) to be subtracted from the decremented LA or LC value in the LAC2 register on compare unequal. The resultant value will be stored in the X0 register upon instruction termination.

3412802 1010
5 ↓



DETAILED PAK DIAGRAM (CPU 3.32)
INSTRUCTION DECODE SEQUENCE, START SEQUENCE

The instruction decode sequence is initiated from the common time sequence by the GOCMU signal. The sequence decodes a 460 (pass), 464 (move indirect), 465 (move direct), 466 (compare collate), 467 (compare uncollate).

A decode of 460-463 for a pass instruction will generate the NOP signal. NOP enables the RNI sequence.

A decode of 464 for move indirect generates the enable increment sequence signal (EINCS). The increment sequence will use bit positions 30-50 of the instruction word to address (Bj) + K, which will be the address of a 60-bit descriptor word. On receipt of the descriptor word from memory, the accept sequence will generate a GO464 signal to initiate the instruction decode sequence once again.

GOCMU for a 465, 466 or 467, or GO464, and the character length value not equal zero will generate the enable start sequence signal (ESTABL).

MOVE INSTRUCTION (464, 465 - Refer to timing diagram, figure 5-2-31)

During the instruction decode and start sequence for a move, the following will occur:

1. C2 offset plus character length value in LC are added in L adder. Result returned to LC.
2. C1 is subtracted from C2 (by complement addition); the result is stored in the shift count register (SCR). The output of the C adder is monitored by the $C2 \geq C1$ FF located on the JL module. If $C2 \geq C1$, a carry signal (CADDCC) will enable setting the $C2 \geq C1$ FF.
3. C1 and C2 are tested for out of range condition by the I40 decode circuit. The C12AOR signal will be generated if $C1 \geq 10_{10}$ or $C2 \geq 10_{10}$. C12AOR will set the C1/C2 AOR FF located on the JL module.

4. If $C1 > C2$ (that is $C2 \geq C1$ FF reset), $+12_8$ is added to the shift count value in the SCR register.
5. The shift count value in SCR is gated to a times-six decoder circuit, then to I19, I9 and the SK register.
6. C1 offset plus character length in LA are added in L adder. Result returned to LA.
7. SCR register shift count value is gated to the I40 decoder and stored in the partial write register for use by the data sequences.
8. -12_8 generated at I44 is stored in the LE register for subtraction during the address sequences.

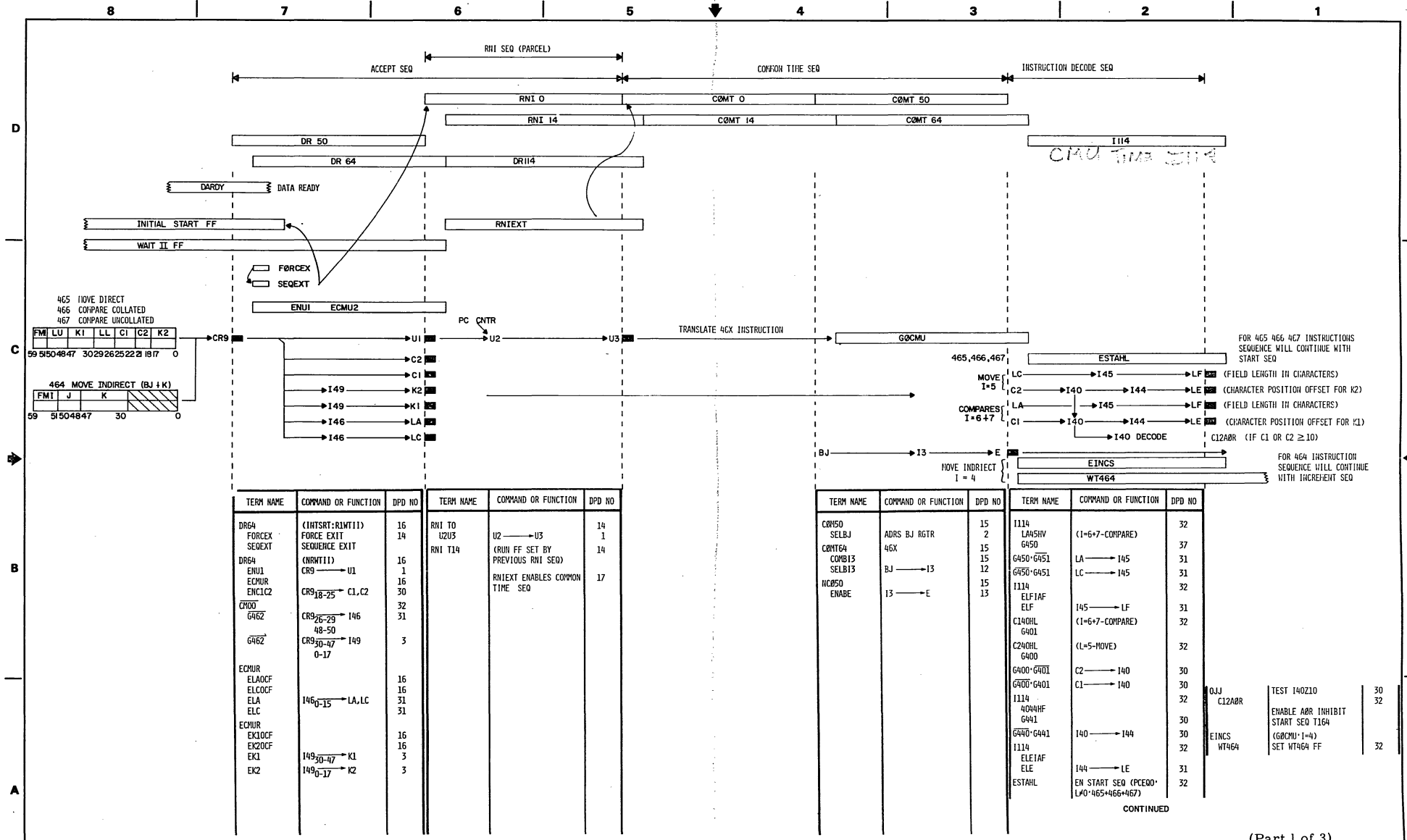
COMPARE INSTRUCTION (466, 467 - Refer to timing diagram, figure 5-2-31)

The instruction decode and start sequence is similar to that of a move instruction except for the following:

1. The addition of C1 + LA occurs before the addition of C2 + LC. This is because the address sequence addresses the K2 word first for a move and K1 word first for a compare.
2. If $C1 > C2$, as determined by step 2 above, the sequence will not add $+12_8$ to the SCR register (as in step 4); it will, however, subtract C2 from C1 to obtain a new shift count value in SCR.

The start sequence initiates the address sequence by generating the clear block K address FF signal (CBKOCF). The address sequence operates in parallel with the start sequence starting at S164 time.

INST. IS XLATED IN CPU



(Part 1 of 3)

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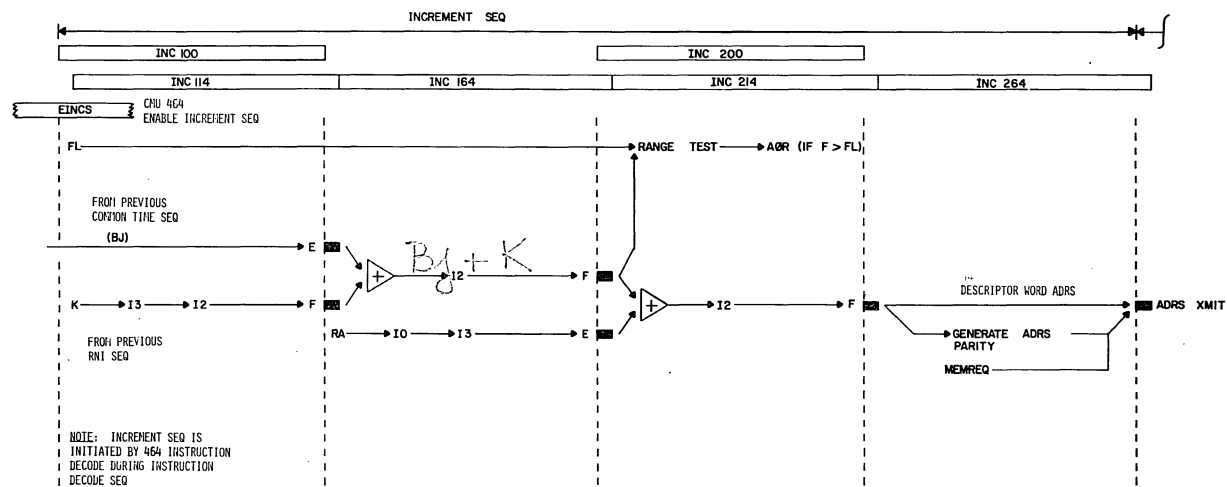
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4

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2

1



TERM NAME	COMMAND OR FUNCTION	DPD NO	TERM NAME	COMMAND OR FUNCTION	DPD NO	TERM NAME	COMMAND OR FUNCTION	DPD NO	TERM NAME	COMMAND OR FUNCTION	DPD NO
INC114	(NFGX)	21	ST00-ST01	RA → 10	3	INC214	TEST ADR	21	INC264		21
IN114B		13	ST02			W1214C	F > FL	17	N1N264		17
SELK13	K → 13	21	INC164	10 → 13	21	ENABDR		13	CEMREQ		17
INC114		13	N1164	13 → E	13	I312	F ADD → 12	21	CEMREQ	ENABLE ADRS	17
W1114	13 → 12	13	I312	F ADD → 12	13	INC214	12 → F	13	ENBADR	XMITTERS	45
I312	12 → F	13	INC164	12 → F	21	N1N164			TLKADR	REQUEST CENTRAL	17
ENABF			N1N164		13	ENABF			MEMREQ	MEMORY	

CPU

(Part 2 of 3)

30N1601 0414	INSTRUCTION FLOW INSTRUCTION + DECODE SEQ	CODE IDENT. 34570	DWL NO. D	REV A
CANADIAN DEVELOPMENT INSTRUMENTS	FIGURE 5-2-30	19981800	PAGE NO. 5-2-66-3	

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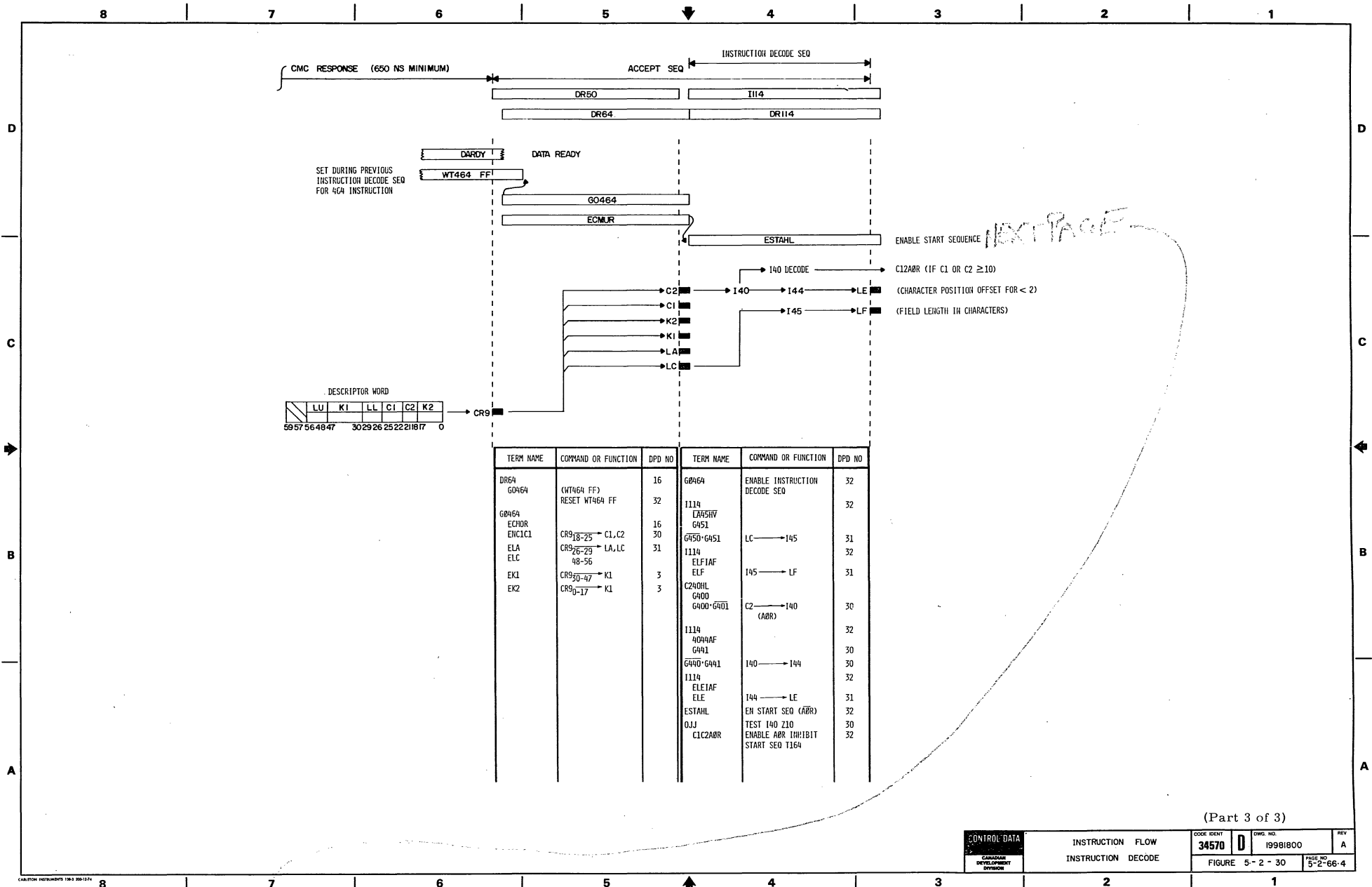
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(Part 3 of 3)

CONTROL DATA		INSTRUCTION FLOW		INSTRUCTION DECODE	
DOC. IDENT	34570	DOC. NO.	D	FIGURE	5-2-30
DATE	1998/1800	REV	A	PAGE NO.	5-2-66-4

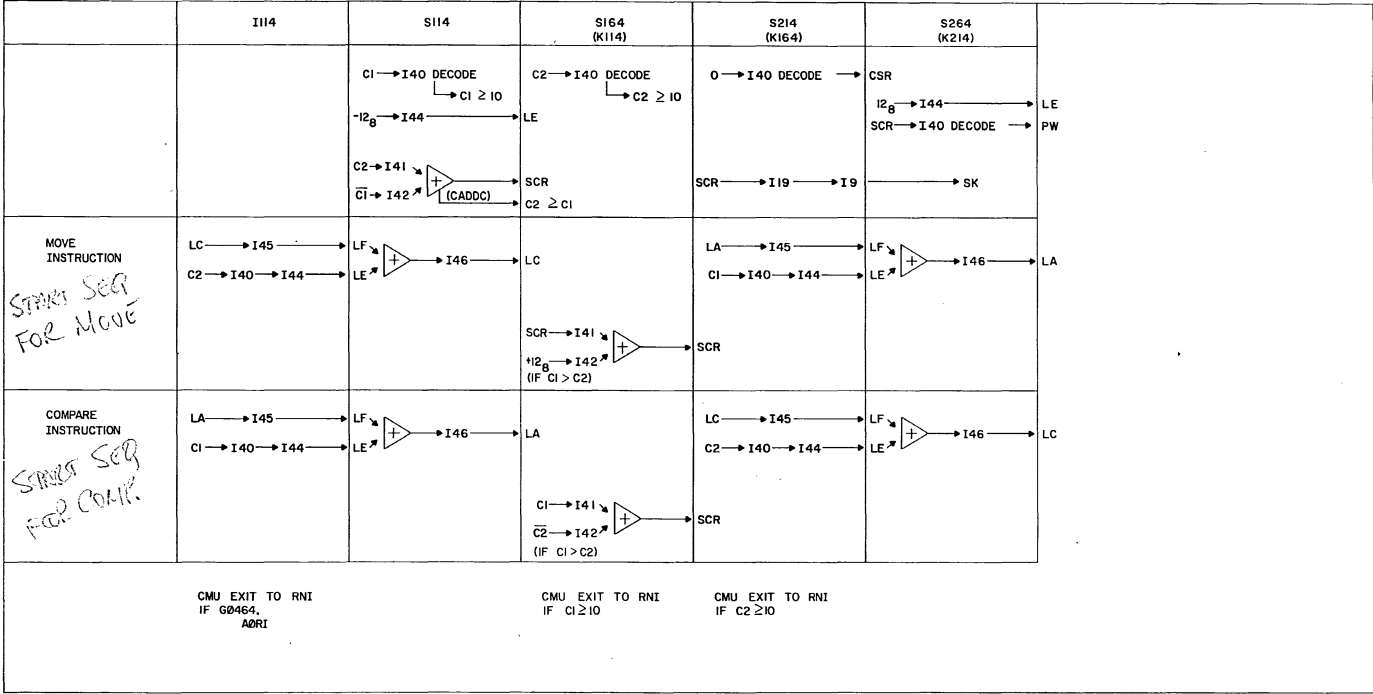
8 7 6 5 4 3 2 1

D

C

B

A



D

C

B

A

8 7 6 5 4 3 2 1

TABLE 5-2-20. COMPARE/MOVE COMMAND TIMING

SEQUENCE: INSTRUCTION DECODE

TIME	SIGNAL NAME	TEST POINT	P	COMMAND	CONDITION	COMMENTS
I114	(3.32)			ENABLE I114	GOCMU + G0464	
	NOP (3.32)			ENABLE NO OPERATION	GOCMU . [464+465+466+467]	
	NILLI (3.32)			ENABLE ILLEGAL INSTRUCTION	GOCMU . [464+465+466+467 . PC=0]	
	NCMUEX (3.32)			ENABLE CMU EXIT	GO464 . AORMQH + EMCEXH	
	CMUCHC (3.32)	L32-9	F	ENABLE CMU MASTER CLR	NCMUEX + NMCL + EMCEXH	
	ESTAHL (3.32)	M26-8	T	ENABLE START SEQ	GOCMU . [(465+466+467) + GO464 . AORNQH	
	EINCS (3.32)			ENABLE INCREMENT SEQ	GOCMU . 464 . PCEQ 1 $L \neq 0$	
	(3.32)			CLR WAIT 464 FF	GO464 + NMCL	
	I114HA (3.32)	M33-11	F	ENABLE LE RGTR	GOCMU + GO464	
	I114HA (3.32)	M33-11	F	ENABLE LF RGTR	GOCMU + GO464	
	I114HA (3.32)	M33-11	F	SELECT I40 → I44	GOCMU + GO464	
	C240HL (3.32)	M26-5	F	SELECT C2 → I40	GOCMU . 465 PCEQ1 + G0464 . AORNQH	
	C140HL (3.32)	M26-4	F	SELECT C1 → I40	GOCMU . (466+467)	
	NCMULO (3.32)			ENABLE 0 → X EXIT	GOCMU . (465+466+467) . L = 0	

TABLE 5-2-21. COMPARE/MOVE COMMAND TIMING

SEQUENCE: START

Page #1 of 2

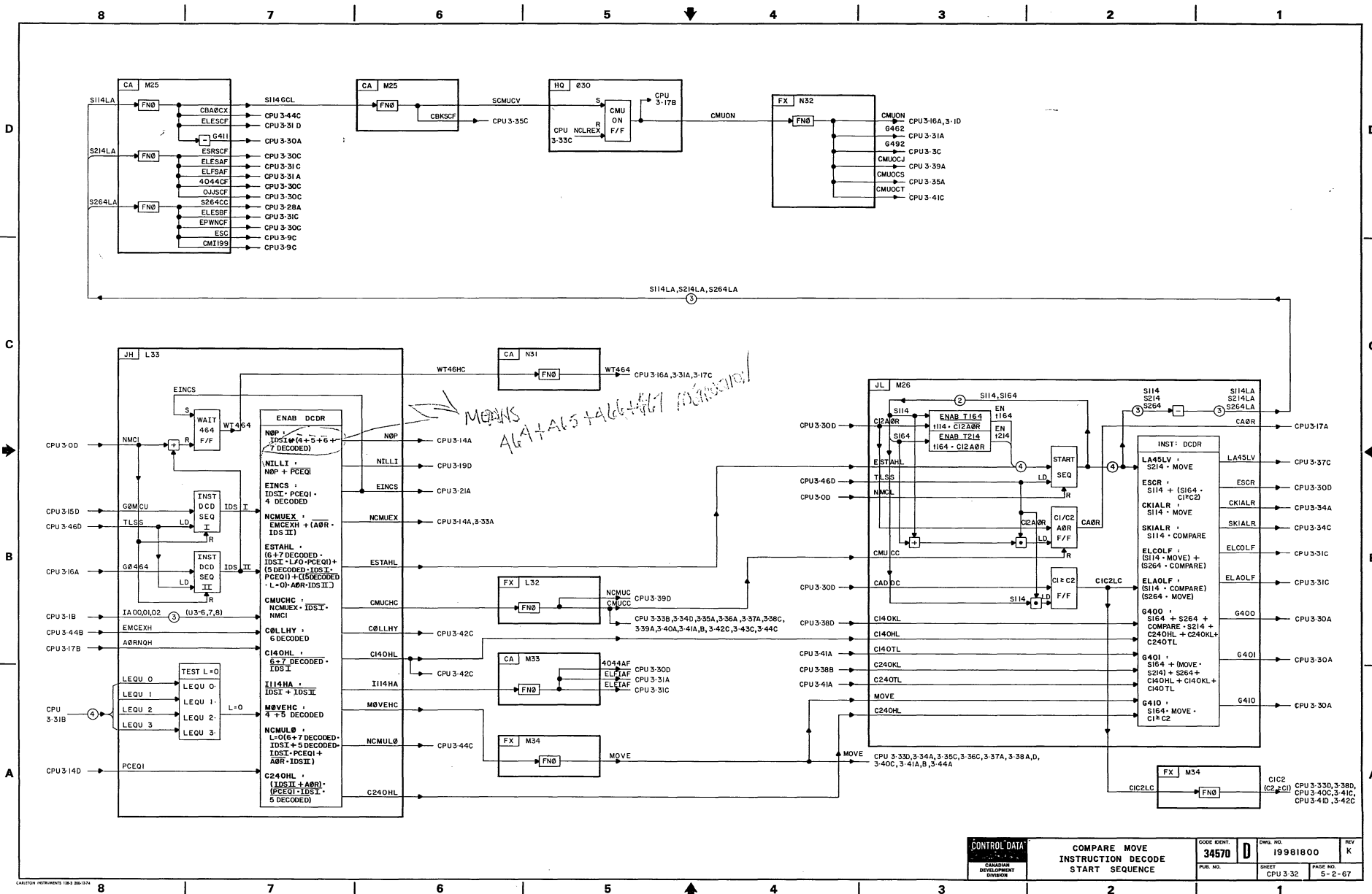
TIME	SIGNAL NAME	TEST POINT	P	COMMAND	CONDITION	COMMENTS
S114				ENABLE START S114	ESTABL	C12AOR = C ≥ 10
	ELCOLF (3.32)	M24-6	F	ENABLE LC RGTR	MOVE	
	CK1ALR (3.32)	N27-1	F	CLR K1 ADRS FF	MOVE	
	ELAOLF (3.32)			ENABLE LA RGTR	COMPARE	
	SK1ALR (3.32)	N27-2	F	SET K1 ADRS	COMPARE	
	CBKSCF (3.32)	N33-4	F	CLR BLOCK K ADRS FF		
				SET C1/C2 AOR FF	C12AOR	
	SCMUCV (3.32)	O30-3	F	SET CMU ON FF		
	CBAOCX (3.32)	L34-8	F	CLR BLOCK AOR FF		
				ENABLE C2 ≥ C1 FF		
	ESCR (3.32)	M15-2	T	ENABLE SCR RGTR		
	ELESCF (3.32)			ENABLE LE RGTR		
	G462 (3.32)			SELECT L-ADD → I46	CMU ON FF	
	G411 (3.32)	N24-10	T	SELECT (C2 - C1) → C-ADDER		
	G440 . G441 (3.30)			SELECT - 12 ₈ → I44		
S164	G401 (3.32)	N23-8	T	SELECT C1 → I40		
				ENABLE START SEQ - S164	C12AOR	
	G400 (3.32)	N23-10	T	SELECT C2 → I40		
				SET C1/C2 AOR FF	C12AOR	
	ESCR (3.32)	M15-2	T	ENABLE SCR RGTR	C1 > C2	
	G410 (3.32)	N24-11	T	SELECT SCR + 12 → C-ADDER	MOVE . C1 > C2	
	G410 . G411 (3.32)			SELECT (C1 - C2) → C-ADDER	COMPARE . C1 > C2	
				ENABLE START SEQ - 214	C12AOR	

TABLE 5-2-21. COMPARE/MOVE COMMAND TIMING

SEQUENCE: START (cont.)

Page #2 of 2

TIME	SIGNAL NAME	TEST POINT	P	COMMAND	CONDITION	COMMENTS
S214	LA45LV (3.32)	M27-1	F	SELECT LA → I45	MOVE	
	G401 (3.32)	N23-8	T	SELECT C1 → I40	MOVE	
	LA45LV (3.32)			SELECT LC → I45	COMPARE	
	G400 (3.32)	N23-10	T	SELECT C2 → I40	COMPARE	
	ESRSCF (3.32)	N25-14	F	ENABLE CSR RGTR		
	ELESF (3.32)			ENABLE LE RGTR		
	ELFSF (3.32)	M24-13	F	ENABLE LF RGTR		
	OJJSF (3.32)	N25-4	F	SELECT 0 → I40 DECODER		
	4044CF (3.32)			SELECT I40 → I44		
	F46X (3.9)			SELECT SCR → I19		
S264	SLI91 (3.9)			SELECT I19 → I9		
				ENABLE START SEQ - S264	S214	
	ELA0LF (3.32)			ENABLE LA RGTR	MOVE	
	ELC0LF (3.32)	M24-6	F	ENABLE LC RGTR	COMPARE	
	ELESBF (3.32)			ENABLE LE RGTR		
	EPWNCF (3.32)			ENABLE PW RGTR		
	EQ0SCF (3.328)	L25-7	F	ENABLE Q RGTR		
	BLKR (3.38)	M08-8	F	BLOCK R RGTR OUTPUT		
	G470 . G471 (3.30)			SELECT CSR → I47		
	F46X (3.9)			SELECT SCR → I19		
	SLI91			SELECT I19 → I9		
	ESC (3.9)			ENABLE SK RGTR		
	G400 . G401 (3.32)			SELECT SCR → I40		
	G440 . G441 (3.30)			SELECT -12 ₈ → I44		
	G462 (3.31)			SELECT L-ADDER → I46		



DETAILED PAK DIAGRAM (CPU 3.33, 3.34, 3.35, 3.36, 3.37)

ADDRESS SEQUENCE

Initially, the address sequence is enabled by the start sequence clearing the block K address FF located on the JS module (CPU 2.34). The K1 address FF located on the JR module (CPU 3.34) is set during the start sequence by SK1ALR for a compare instruction, or reset during the start sequence by CK1ALR for a move instruction. Also, the 1st address FF located on the JS module will be set by CMU master clear (CMUCC) which is activated at the beginning and end of every CMU instruction.

MOVE INSTRUCTION (464, 465 - Refer to timing diagram, figure 5-2-32)

1st ADDRESS

1. The contents of the K2 register are loaded in the F register of the small adder. RA is loaded into E. The resultant relative address from the small adder is stored in the F register and transmitted to central memory control.

The transmission of a K address and memory request to central memory control is enabled by address sequence K264. The K264 timing chain is enabled only by specific conditions to ensure a valid address is being transmitted. 1st address FF enables K264 and, assuming the address transmitter register is not full (indicated by ADRS XMIT FF reset), the enable address transmit signal (EATOR) will be generated.

2. During 1st address, the length in LC will be decremented by -12_8 in the L adder. This is performed to test for a K2 exhaust on the first word. If K2 has exhausted (that is, $LC \leq 12$), the K2 exhaust FF located on the JQ module (CPU 3.36) will be set, and the 1st & last FF will be set. The 1st & last FF will enable the short data sequence. On the 1st address, the decremented length count will not be transferred to the LC register. LC will remain at its original value.
3. The data counter located on the HT module (CPU 3.39) is incremented by one. The increment is enabled by the update data counter signal (UPDKPJ) from the JP module (CPU 3.33). The counter contains a count representing the number of words requested from memory. As each word is received, the count is decremented by one.

4. Clear 1st address FF, set 2nd address FF, clear K1 address FF (CPU 3.35).

2nd ADDRESS

1. With the K1 address FF set, K1 will be addressed in a manner similar to step 1 above.

The K264 address sequence will not be enabled until central memory control has generated an accept for the previous memory request. The accept will reset the ADRS XMIT FULL FF (ATFNSR) located on the JS module (CPU 3.35).

2. The length in LA will be decremented by -12_8 in the L adder. The group carry bit (LADDG) from the L adder carry look-ahead network is monitored on the JQ module (CPU 3.36). Absence of a carry indicates an exhaust condition and will set the K1 exhaust FF. If $LA > 12_8$, the enable LA signal ELA0QF will allow the decremented count to be stored back in the LA register.
3. Increment data counter - described in step 3 above.
4. The buffer counter located on the JV module (CPU 3.37) is incremented by one. The increment is enabled by the update buffer counter signal (UPBKPV) from the JP module (CPU 3.36). The counter contains a count representing the number of K1 words requested from memory. For every word written into K2, the buffer counter will be decremented by one.
5. Clear 2nd address FF, set 1st write FF located on JS module (CPU 3.35).

The K1 address FF will determine whether the address sequence is to perform additional K1 read requests, or formulate the first K2 write address. The K1 address FF, located on the JR module (CPU 3.34), will remain set until buffer counter reaches a count of 5, or the K1 address has been exhausted. At that point, the K1 address FF is reset and, with the 1st write FF set, the address sequence will prepare the K2 address.

1st WRITE. K1 ADRS. 1st ADRS. 2nd ADRS

1. With the K1 address FF set, the contents of the K1 register are gated to the E register, +1 is forced to the F register by the ITOFN signal generated from the JP module (CPU 3.33). The result K1 + 1 is returned to the K1 register by the enable K1 signal EK1NRC. RA is added to the contents of F and the resultant K1 address is transmitted to central memory control.

The remainder of the sequence will be the same as steps 2, 3 and 4 of 2nd address described above.

1st WRITE. K1 ADRS. 1st ADRS. 2nd ADRS

1. With the K1 address FF reset, K2 is gated to F, RA is gated to E. The result from the small adder produces a relative memory address for the first K2 word.

The transmission of the K2 address and a memory write request will not occur until the HR register is loaded with a data word to be written into memory. Loading of the HR register is controlled by the data sequence. With the HR register loaded, the HR full FF is set to enable K264 of the address sequence. K264, in turn, enables address transmit (EATOR) and data transmit by generating EDTOS from the JS module (CPU 3.35).

2. The length in LC will be decremented by -12_8 in the L adder. This is performed to test for K2 exhaust. If $LC \geq 12_8$, the enable LC signal ELCOQF generated from the JQ module will allow the decremented count to be stored back in the LC register.
3. The sequence then performs a double subtraction that monitors whether the next K2 sequence will exhaust the length in LC. The look-ahead function allows the address sequence to read the last K2 word before performing the last K2 write. The decremented contents of LC from the L adder are enabled to the LF register via I45, and thus the second subtraction is performed. The absence of a group carry or pass (\overline{LADDG} , \overline{LADDP}) from the L adder indicates $L < 12$; if K1 has already been exhausted, the $LAC < 12$ FF will be set.

Setting of the $LAC < 12$ FF enables setting the K1 address FF. The address sequence will thus perform a K1 read sequence on the next cycle to obtain the last word of K2. Since K1 must have exhausted in order to set $LAC < 12$, the current K2 address used to produce the memory address in step 1 is stored in K1 by the EK1NRC signal on the JR module. Thus both K1 and K2 will contain the same K2 address.

4. Reset 1st write FF

If the K1 exhaust FF is not set, the address sequence will toggle between K1 read and K2 write until K1 has exhausted. The address sequences for K1 and K2 are identical to those already described but with two exceptions, (a) and (b), listed below.

1st ADRS. 2nd ADRS. K1 ADRS

- (a) K1 is gated to E, +1 is forced to F, result K1 + 1 returned to K1.
- (b) Data counter and buffer counter are incremented by one.

Once K1 has exhausted, the address sequence will perform K2 write until the $LAC < 12$ FF is set, at which time the last K2 read is performed.

$LAC < 12$ FF. K1 ADRS (Last K2 READ)

1. With the K1 address FF set, the contents of the K1 register (K1 will contain the previous K2 address) are gated to the E register, +1 is forced to the F register. The result from the small adder is added to RA to produce a relative memory address for the last K2 word. This address is transmitted to central memory control.
2. The data counter is incremented by one. The increment is enabled by the update data counter signal (UPDKQJ) from the JQ module (CPU 3.36).
3. Reset K1 address FF.

With the last K2 read performed, the address sequence will generate the K2 address for the last K2 write.

$LAC < 12$. K1 ADRS (Last K2 WRITE)

1. With the K1 address FF reset, the contents of the K2 register are gated to the E register, +1 is forced to the F register. The result from the small adder is added to RA to produce a relative memory address for the last K2 write.

The transmission of the last K2 address and a memory write request will not occur until the HR full FF is set by the data sequence.

COMPARE INSTRUCTION (466, 467 - Refer to timing diagram, figure 5-2-32)

The address sequencing for a compare instruction is similar to that of a move with the following exceptions:

1st ADDRESS

1. K1 is addressed rather than K2, as in a move.
2. LA is decremented by -12_8 . K1 exhaust test is performed. The 1st & last FF cannot be set during 1st address if K1 has exhausted. If $C1 > C2$, the LA value before it is decremented is stored in LAC1 and the previous contents of LAC1 are stored in LAC2.
3. The data counter and buffer counter are incremented by one.

2nd ADDRESS

1. K2 is addressed rather than K1, as in a move.
2. LC is decremented by -12_8 . K2 exhaust test is performed. If K2 has exhausted and K1 exhausted on the previous sequence, the 1st & last FF is set to enable the short data sequence. If $C2 \geq C1$, the LC value before it is decremented is stored in LAC1, and the previous contents of LAC1 are stored in LAC2.
3. The data counter and buffer counter are incremented by one.

With the buffer counter equal to 4, the block K ADRS FF (CPU 3.35) is set. The block K ADRS FF will prevent further address sequences from occurring until the compare sequence has compared the first pair of words. The compare sequence decrements the buffer counter by two and resets the block K ADRS FF.

Address sequencing will continue until K1 and K2 exhaust, or a compare unequal occurs.

COMPARE COLLATE - COLLATE TABLE LOOK-UP - A0 ADRS

The collate sequence will set the A0 ADRS FF and clear the block K ADRS FF, allowing the address sequence to generate the correct table word address.

1. The collate sequence will load the upper bits (3-5) of the TQ or TS register in the E register. The address sequence will load the contents of the A0 address register in the F register. The result from the small adder is added to RA to produce the relative memory address for the desired table word.
2. The address sequence will clear the A0 ADRS FF and set the block K ADRS FF.

Further address sequencing will be blocked, unless the collate sequence sets the A0 ADRS FF and clears block K ADRS once again.

TABLE 5-2-22. COMPARE/MOVE COMMAND TIMING

SEQUENCE: ADDRESS

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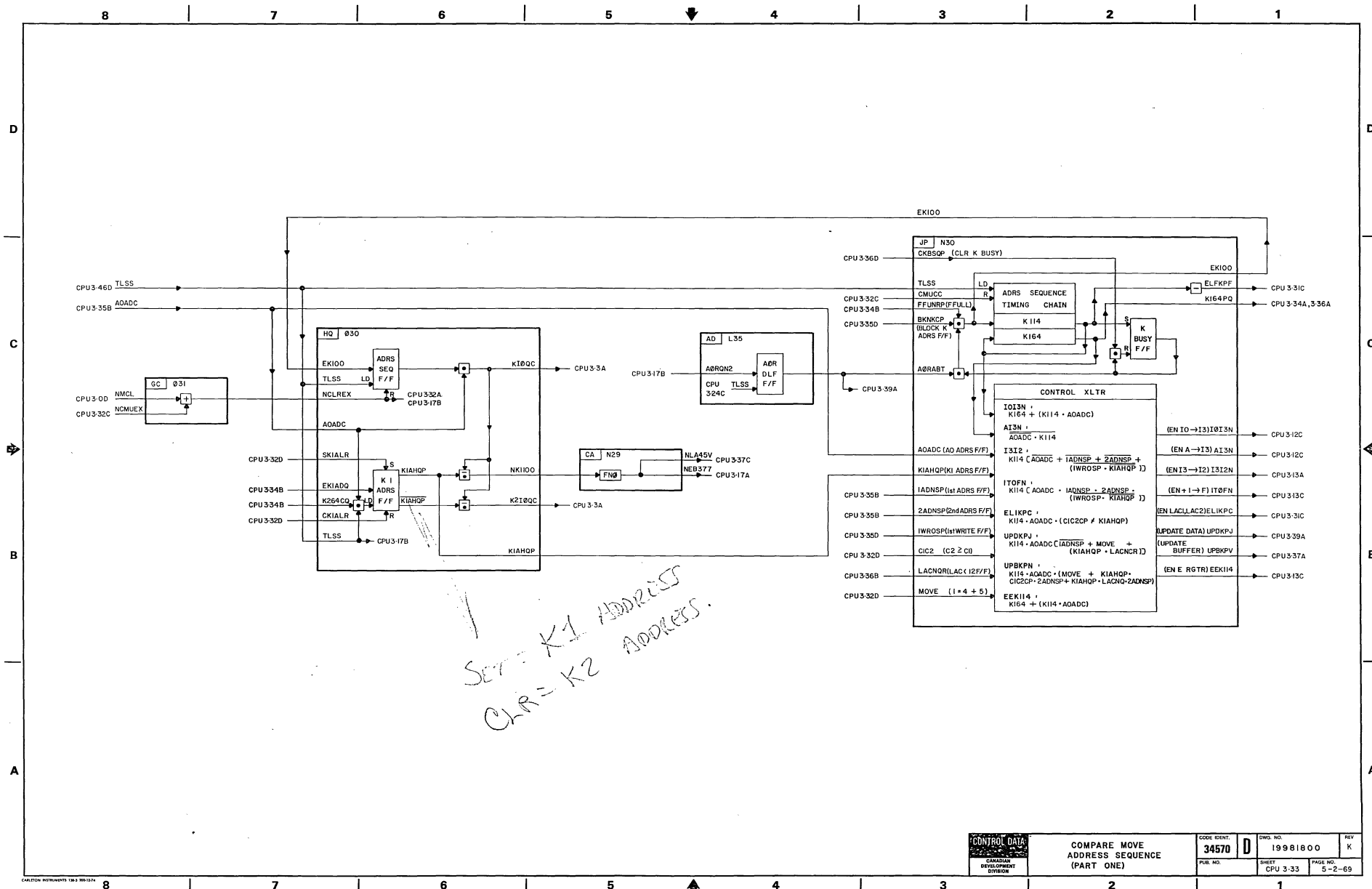
TIME	SIGNAL NAME	TEST POINT	P	COMMAND	CONDITION	COMMENTS
K100/ 114	(3.33)			ENABLE K100/K114	K BUSY FF. F FULL FF. BLOCK K ADRS FF. AORI	I3 → I2
	(3.33)			SET K BUSY FF		
	ELFKPF (3.33)			ENABLE LF RGTR		
	AI3N (3.33)			SELECT A → I3	A0 ADRS FF	
	I3I2N (3.33)			SELECT I3 → I2	A0 ADRS FF + 1st ADRS + 2nd ADRS + 1st WRITE. K1 ADRS	
	1TOFN (3.33)			SET +1 → F RGTR	A0 ADRS FF. 1st ADRS. 2nd ADRS. (K1 ADRS + 1st WRITE)	
	I0I3N (3.33)			SELECT I0 → I3	A0 ADRS FF	
	EEK114 (3.33)			ENABLE E RGTR	A0 ADRS FF	
	K1I0 QC (3.33)			K1 → I0	A0 ADRS FF	
	NLA45V (3.33)	M27-5	F	SELECT LA → I45	A0 ADRS FF. K1 ADRS FF	
	K2I0PC (3.33)			SELECT K2 → I0	A0 ADRS FF. K1 ADRS FF	
	LA45CV (3.33)	M27-5	T	SELECT LC → I45	A0 ADRS FF. K1 ADRS FF	
	EL1KPC (3.33)	M33-9	T	ENABLE LAC1 RGTR	A0 ADRS FF. (C2 ≥ C1. K1 ADRS + C1 ≥ C2. K1 ADRS FF)	
	EL1KPC (3.33)	M33-9	T	ENABLE LAC2 RGTR	A0 ADRS FF. (C2 ≥ C1. K1 ADRS + C1 ≥ C2. K1 ADRS FF)	
	UPDKPJ (3.33)	M32-7	F	INCREMENT DATA COUNTER	A0 ADRS FF. [COMPARE + 1st ADRS + (K1 ADRS. LAC < I2 FF)]	
	UPBKPV (3.33)	M27-8	T	INCREMENT BUFFER COUNTER	A0 ADRS FF. [COMPARE + K1 ADRS FF. 2nd ADRS FF. C2 ≥ C1 + 2nd ADRS. LAC < I2 FF)]	
K164	(3.33)			ENABLE K164	K114. AORI	
	I0I3N (3.33)			SELECT RA → I0		
	G462 (3.31)			SELECT L ADDER → I46		
	EEK114 (3.33)			ENABLE E RGTR		
	EL2KQF (3.36)	M24-2	F	ENABLE LAC2	2nd ADRS	INPUT is L < I2
	EFN (3.36)			ENABLE F RGTR	1st ADRS. 2nd ADRS. (K1 ADRS + 1st WRITE)	
	4645QU (3.36)			SELECT I46 → I45	1st ADRS	
	ELFKQF (3.36)	L25-12	F	ENABLE LF RGTR	1st ADRS	
	ELAQF (3.36)	M24-5	F	ENABLE LA RGTR	A0 ADRS FF. K1 ADRS. LAC < I2 FF. L < I2	
	ELCOQF (3.36)			ENABLE LC RGTR	A0 ADRS FF. K1 ADRS. (COMPARE + 1st ADRS) . L < I2	
	(3.36)			ENABLE K1 EXHAUST FF	A0 ADRS. K1 ADRS. LAC < I2	
	(3.36)			ENABLE K2 EXHAUST FF	A0 ADRS. K1 ADRS	

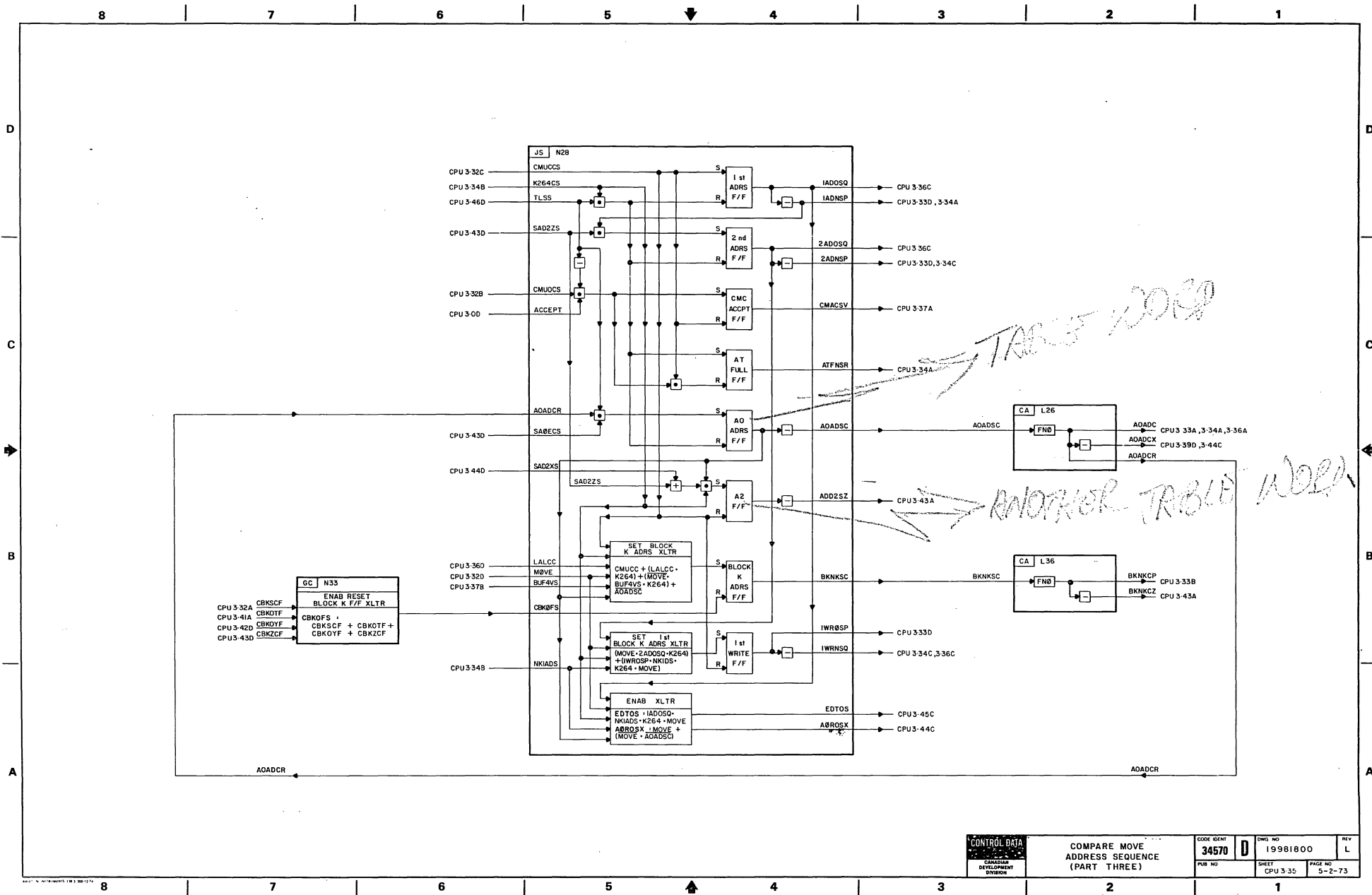
TABLE 5-2-22. COMPARE/MOVE COMMAND TIMING

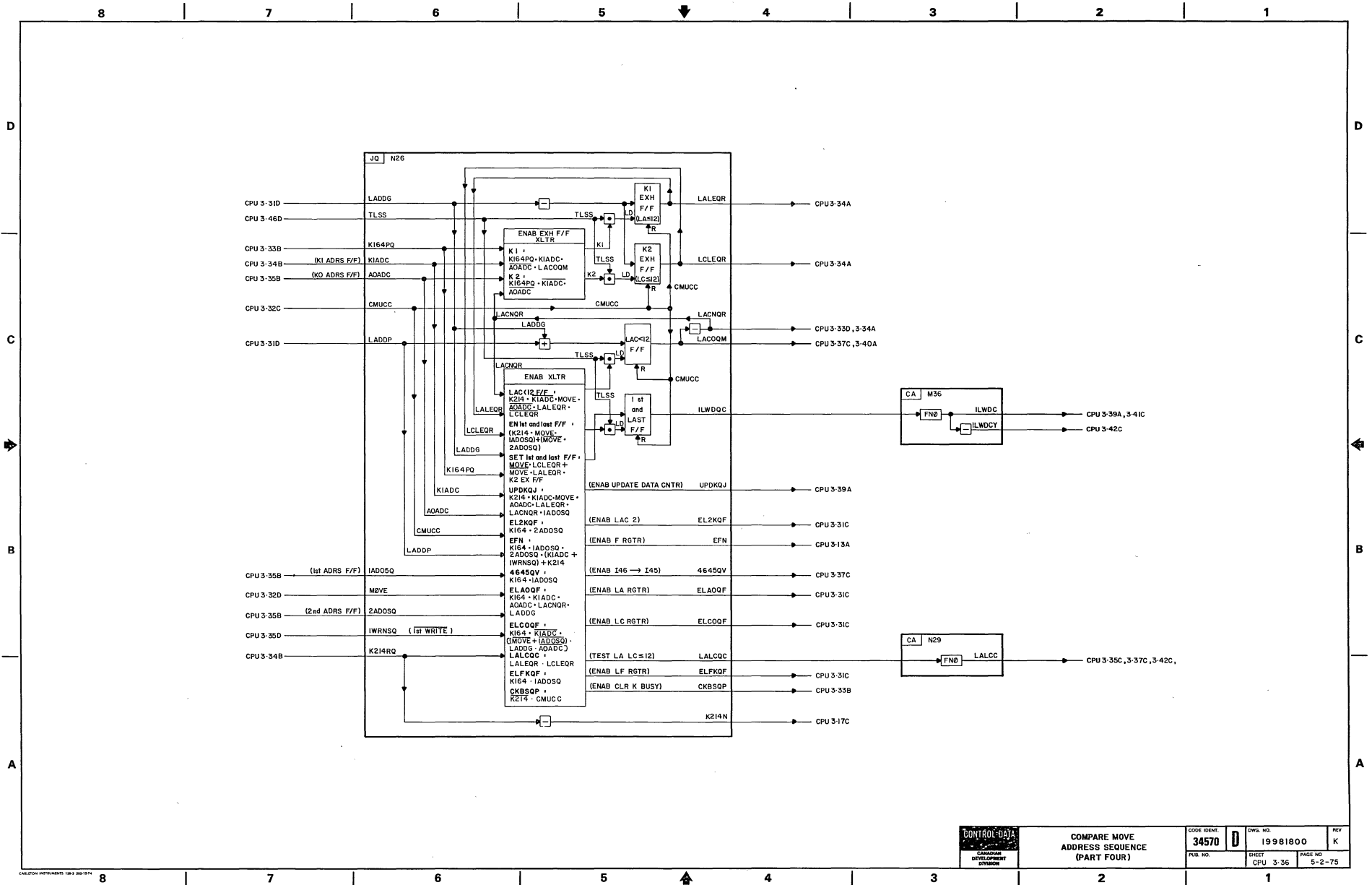
SEQUENCE: ADDRESS (cont.)

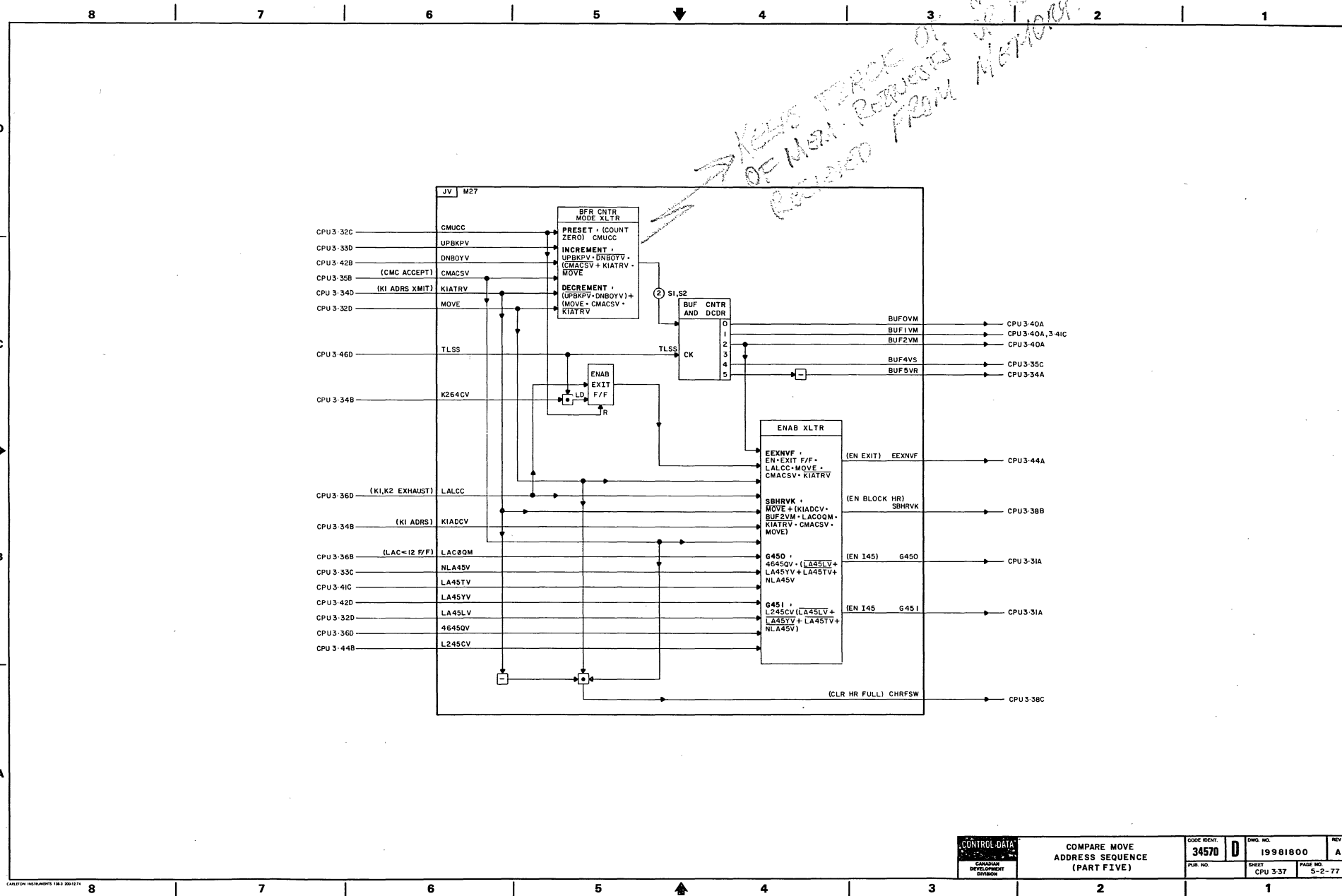
Page 2 of 2

TIME	SIGNAL NAME	TEST POINT	P	COMMAND	CONDITION	COMMENTS
K214	(3.34)			ENABLE K214	K164. AORI	
	EFN (3.36)			ENABLE F RGTR		
	(3.34)			SET F FULL FF		
	CKBSQP (3.36)	N30-4	F	CLR K BUSY FF		
	G492 (3.3, 3.4)			SELECT F → I49		
	EK1NRC (3.34)			ENABLE K1 RGTR	$A0 \text{ ADRS FF. } 1^{\text{st}} \text{ ADRS FF. } 2^{\text{nd}} \text{ ADRS FF.}$ (K1 ADRS + K1 EXHAUST)	
	KK2NRC (3.34)			ENABLE K2 RGTR	$A0 \text{ ADRS FF. } 1^{\text{st}} \text{ ADRS FF. } 2^{\text{nd}} \text{ ADRS FF.}$ K1 ADRS. 1st WRITE	
	(3.36)			ENABLE 1st & LAST FF	MOVE. 1st ADRS + COMPARE. 2nd ADRS	*NOTE INPUT AT BOTTOM
	(3.36)			ENABLE LAC<12 FF	MOVE. K1 ADRS. A0 ADRS. K1 EXHAUST. K2 EXHAUST	INPUT IS L<12
	UPDKQJ (3.36)	M32-3	F	INCREMENT DATA COUNTER	MOVE. K1 ADRS. A0 ADRS. K1 EXHAUST. LAC<12 FF. L<12. 1st ADRS	
K264	(3.34)			ENABLE K264	F FULL. [ADRS XMIT FULL. K1 ADRS + COMPARE + (HR FULL. K1 ADRS) + 1st ADRS]. AORI	
	(3.35)			SET ADRS XMIT FULL FF		
	(3.34)			CLR F FULL FF		
	EATOR (3.34)			ENABLE ADRS XMIT		MEMORY REQUEST
	EDTOS (3.35)			ENABLE DATA XMIT	MOVE. K1 ADRS. 1st ADRS	WRITE BIT
	(3.3, 3.4)			SET ENABLE EXIT FF	K1. K2 EXHAUST	
	(3.34)			SET K1 ADRS XMIT FF	MOVE. 1st ADRS	
	(3.34)			ENABLE K1 ADRS XMIT FF	A0 ADRS. (1st ADRS + COMPARE)	
	(3.35)			SET BLOCK K ADRS FF	K1. K2 EXHAUST + COMPARE. BUF4VS	BUF4VS = BUF CNTR = 4
	(3.35)					
	(3.35)			CLR 1st ADRS FF	1st ADRS	
	(3.35)			SET 2nd ADRS FF	1st ADRS	
	(3.35)			CLR 2nd ADRS FF	2nd ADRS	
	(3.35)			SET 1st WRITE FF	MOVE. 2nd ADRS	
	(3.35)			CLR 1st WRITE FF	1st WRITE. K1 ADRS	
				ENABLE K1 ADRS FF	A0 ADRS	*NOTE INPUT AT BOTTOM
	(3.35)			CLR A0 ADRS FF	A0 ADRS	
	(3.35)			CLR A ₂ FF	A0 FF	
INPUT TO 1st & LAST FF - MOVE. K2 EXHAUST + COMPARE. (K1. K2 EXHAUST) INPUT TO K1 ADRS FF - [COMPARE. (K1 EXHAUST. K1 ADRS + K2 EXHAUST)] + [MOVE. (K1 EXHAUST. K1 ADRS + LAC<12 FF. K1 ADRS + K1 EXHAUST. BF=5. LAC<12]						







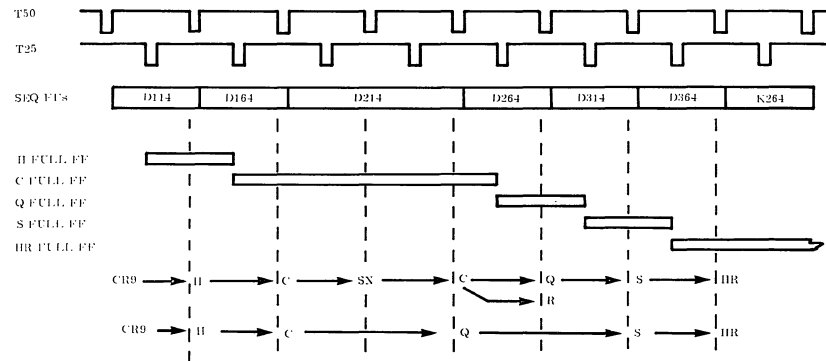


DETAILED PAK DIAGRAM (CPU 3.38, 3.39, 3.40)

DATA SEQUENCE

Central memory control generates the data ready signal (DARDY), 50 ns before the transmission of requested data. The accept sequence located on the GM module (CPU 3.16) is conditioned by data ready. Data ready starts the accept sequence timing chain: DR50, DR64. The leading edge of DR50 generates central memory data ready (CMDRM) to the data sequence HT module (CPU 3.39). At the next clock, CMDRJX starts the data sequence timing chain: D164, D214, D264, D314, and D364.

The basic data path flow through the data sequence is shown on the illustration below.



The time interval between the leading edge of CMDRJX and the beginning of D164 is considered as D114.

During time intervals D114 through D364, data in CR9 can be propagated in succession through five registers (H, C, Q, S, and HR) with the loading of each controlled independently by the data sequence. The full conditions of these registers are

monitored by five control FFs: H full, C full, Q full, S full, and HR full, located on the HT and JW modules (CPU 3.39; 3.38). Each control FF is enabled by a special 25 ns clock that occurs half way between the regular clock. A full condition alerts the next sequence interval to enable continuance of data propagation.

Normally, D214 allows for the realignment of character positions in C. Realignment is performed by right shifting the desired number of characters through the shift network and returning the shifted results to the C register. The C full FF remains set while the shift is taking place. When a realignment of data in C is not required, D214 stores the unshifted data from C directly into Q. Depending on sequence conditions, Q full may be set at this point.

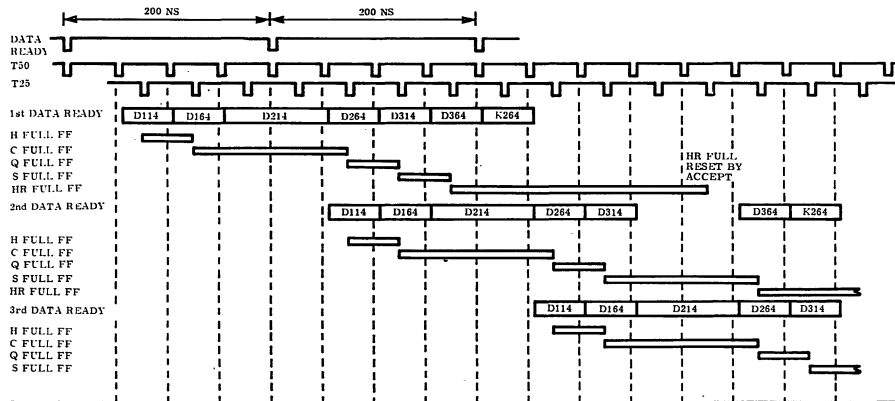
Normally, D264 allows for the storage of shifted data from C (bits 48-107) into Q. Any shift residue characters, (those shifted past the tenth character position, bit 48), are transferred into R for temporary storage.

Similarly, D314 allows for the storage of data from Q into S; D364 allows for the storage of data from S into HR. HR full alerts address sequence K264 to initiate a memory write request. Prior to the generation of HR full, the address sequence will already have placed a K2 address into F.

To prevent writing, a compare instruction blocks D 364 altogether.

Consecutive data transmission to central memory control is dependent on the receipt of a signal that acknowledges memory acceptance of the previous write data. Acceptance of a write request which is unduly delayed causes stacking of data in the S, Q, C and H registers. It is specifically because of this stacking capability that the address sequence monitors the buffer counter to ensure that only five K1 address requests ($C2 \geq C1$), or six K1 address requests ($C1 > C2$) can be issued prior to a write.

An example of data stacking is illustrated below.



Three data ready responses are received at their maximum rate of 200 ns. Each data ready initiates a data sequence.

The first data sequence proceeds through D364, where HR full is set. HR full enables address sequence K264, and it is during this time that first write request occurs. The second data sequence starts 200 ns after the first; it proceeds through D314 only. Since HR is full, D364 cannot be enabled. The second data word remains stacked in S with the S full FF set. The third data sequence starts 200 ns after the second; it proceeds through D214. By D214 time, HR full is reset by an accept for the first second; it proceeds through D364. D364 is enabled for the second word while D264 is enabled for the third. The second and third words are simultaneously transferred from S and C into HR and Q, respectively. HR full and Q full enable K264 and D314 at the next clock. K264 initiates a memory write request for the second word while D314 allows for the transfer of data from Q into S. The third data word will remain stacked in S until the second write accept is received.

MOVE INSTRUCTION (464, 465 - refer to Figure 5-2-33)

Three data detection FFs are utilized by the data sequence to determine path selection. The three FFs, 1st data, 2nd data and 3rd data are located on the HW module (CPU 3.40).

1st data sets at the beginning of a CMU instruction; it enables sequence path selection for receipt of the first word. 2nd data is set at the end of 1st data; it enables sequence path selection for receipt of the second word. Two paths are provided for 2nd data; the path chosen is dependent on the $C2 \geq C1$ FF. 3rd data sets at the end of 2nd data when $C1 > C2$; it enables sequence path selection for receipt of the third word.

1st DATA

Receipt of the first data ready response initiates the first data sequence. The first word received will be the first word of the K2 destination field.

1. Data ready allows the data counter (CPU 3.39) to be decremented by one.
2. The first K2 word is transferred into Q, where it will remain until second data. The entire Q register is enabled because CSR contained zero from the start sequence.
3. Clear 1st data, set 2nd data.

The data sequence is now conditioned for receipt of the second data word. The next data ready will initiate the second data sequence.

2nd DATA

The second word received will be the first word of the K1 source field. The path chosen for 2nd data is dependent on the $C2 \geq C1$ FF. Each path is described separately.

$C2 \geq C1$

With the $C2$ offset greater than, or equal to the $C1$ offset, the first K1 word is shifted to align the first actual character position of K1 with K2. The shifted K1 data from C is transferred into Q, where it combines with the K2 offset stored in Q from 1st data. The shift residue from C is transferred into R for temporary storage until the next sequence. The complete word in Q becomes the first K2 write data; it is transferred into S and HR, at which time the first write request is performed.

1. Data ready allows the data counter to be decremented by one (CPU 3.39).
2. The $C2$ offset in CSR controls loading Q, so that the K2 offset is protected while the shifted K1 occupies the remaining character positions of Q.
3. Clear 2nd data.

All subsequent data responses use the normal path (1st DATA . 2nd DATA . 3rd DATA), until last word is detected.

C1 > C2

With the C1 offset greater than the C2 offset, the first K1 word is shifted to align the first actual character position of K1 with K2. Since a left shift cannot be performed, the shift will cause all characters to reside in the residue portion of C. The residue from C is transferred into R, where it will remain until the next sequence.

1. Data ready allows the data counter to be decremented by one (CPU 3.39).
2. Clear 2nd data, set 3rd data.

The data sequence is now conditioned for receipt of the third data word. The first K1 word that was aligned with K2 remains in the R register until the next K1 word is received.

3rd DATA

While the second K1 word is being shifted to align K1 with K2, the first residue is transferred from R into Q, where it combines with the K2 offset stored in Q from 1st data. The shifted second K1 word in C is then transferred into Q to occupy its remaining character positions. The shift residue from C is transferred into R for storage until the next sequence. The complete word in Q becomes the first K2 write data, and is transferred into S and HR, at which time the first write request is performed.

1. Data ready allows the data counter to be decremented by one (CPU 3.39).
2. The C2 offset in CSR controls the loading of Q, so that the K2 offset is protected while the first K1 residue from R is transferred into Q.
3. The shift count in PW controls the loading of Q, so that the K2 offset and K1 residue previously stored in Q are protected while the second K1 word occupies the remainder of Q.
4. Clear 3rd data.

All subsequent data ready responses use the normal path (1st DATA . 2nd DATA . 3rd DATA), until last word is detected.

1st DATA . 2nd DATA . 3rd DATA (Normal Path)

The normal path operation is similar to 3rd data with the exception that the CSR register will contain zero instead of an offset value.

The data counter is decremented by one for each data ready. When the count equals zero and the LAC < 12 FF is set, the data word in CR9 is the last K2 word. The data path chosen is dependent on the remaining buffer count value.

DT=0 . BF=1 . LAC < 12FF

A data count of zero and a buffer count of one indicate that the block HR FF must have been set on the previous sequence to prevent writing the last K2 word until the partial write characters from K2 are read. (Examples of this condition are illustrated in figures 5-2-34 and 5-2-36.)

The remaining length value in LC determines how many partial write characters from K2 must be returned to K2.

1. The remaining length value from LC is transferred into PW where it controls loading the partial write characters into Q.

DT=0 . BF=0 . LAC < 12 FF

A data count of zero and a buffer count of one indicate that the block HR FF was not previously set. Residue characters from the previous sequence stored in R are transferred into Q. The partial write characters from K2 are transferred into Q. (An example of this condition is illustrated in figure 5-2-35.)

1. The remaining length value from LC is transferred into PW and is used to control the loading of the partial write characters into Q.

COMPARE INSTRUCTION (466, 467 - Refer to figure 5-2-33)

A compare instruction sets the block HR FF (CPU 3.38); it remains set throughout the instruction to block D364.

The toggle FF located on the HW module (CPU 3.40) is used by compare to select the appropriate data path for K1 and K2. In its reset state, the toggle FF selects the K1 data path. K1 is always stored in S. When set, the toggle FF selects the K2 data path. K2 is always stored in Q.

The 1st data flip-flop is the only data detection FF utilized by compare. Path selections are determined by the condition of 1st data, $C2 \geq C1$, toggle and last compare.

The first word received (of a pair) will always be a K1 word. The 1st data FF is set at the beginning of a CMU instruction; it enables sequence path selection for the first word received. Four paths are provided for 1st data: ($C2 \geq C1$. TOGGLE), ($C2 \geq C1$. TOGGLE), ($C1 > C2$. TOGGLE), and ($C1 > C2$. TOGGLE).

1st DATA . C2 ≥ C1 . TOGGLE

The first K1 word received is shifted to align K1 with K2. The shift residue is transferred into the R register for storage until the next sequence. The shifted K1 data from C is transferred into Q and S.

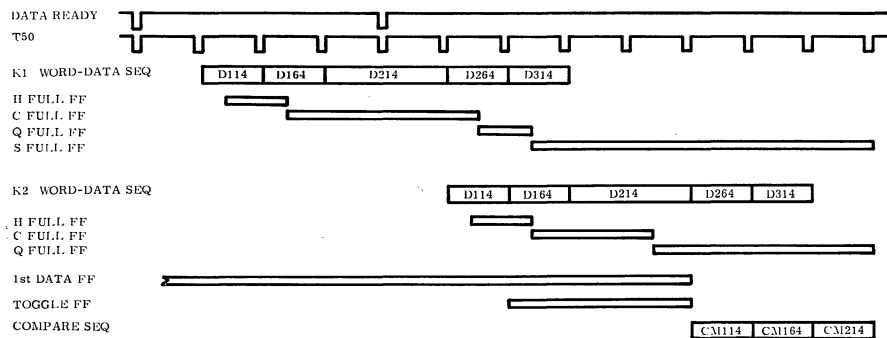
1. Data ready allows the data counter to be decremented by one (CPU 3.39).
2. The C2 offset in the CSR register prevents loading the C2 offset positions of Q.
3. The toggle FF is set; the 1st data FF remains set until receipt of the first K2 word.

1st DATA . C2 ≥ C1 . TOGGLE

The first K2 word received is transferred directly into Q without shifting, since K1 was already shifted to align with K2.

1. Data ready allows the data counter to be decremented by one (CPU 3.39).
2. The C2 offset in the CSR register prevents loading the C2 offset positions of Q.
3. Reset 1st data FF and toggle FF.
4. Enable compare sequence.

A representative timing diagram for 1st data is shown below.



All subsequent data ready responses will use the normal compare data path, (1st DATA . LAST COMPARE), until last compare is detected.

1st DATA . C1 > C2

With $C1 > C2$, the paths for 1st data are similar to those previously described for $C2 \geq C1$, with the following exceptions:

1. Rather than K1 being shifted to align with K2, the opposite is performed; K2 is shifted to align with K1.
2. Because of this change, the loading of Q is controlled by C1 instead of C2.

All subsequent data ready responses will use the normal data path (1st DATA . LAST COMPARE), until last compare is detected.

1st DATA . LAST COMPARE (Normal Path)

The normal paths for compare are similar to the 1st data paths previously described. However, the difference between 1st data and the normal path is that the residue in R from the previous sequence is transferred into Q while the shift is being performed for K1 ($C2 \geq C1$) or K2 ($C1 > C2$). The shifted characters of K1 or K2 are then transferred into Q to combine with the residue, forming a complete word. The current shift residue is transferred into R for storage until the next sequence.

1. The CSR register will always contain zero so that the residue from R can be loaded into the entire Q register.
2. The PW register, which contains the shift count, ensures that only the shifted contents of K1 ($C2 \geq C1$) or K2 ($C1 > C2$) are transferred into Q while the previous residue, (step 1), is protected.

The normal path is used for receipt of data until the last compare FF is set. Last compare is set during the compare sequence when K1 and K2 have been exhausted and the compare sequence determines that the second last pair of words are equal. Data path selection for last compare is determined by the condition of the $C2 \geq C1$ FF, toggle FF and the remaining buffer count.

LAST COMPARE . BF=2

The buffer count of two with the last compare FF set, indicates that one remaining pair of words must be received and compared before the instruction is completed. (An example of this condition is illustrated in figure 5-2-37.)

The data sequence is similar to a normal path except that:

1. CSR contains the remaining length from LA ($C1 > C2$) or LC ($C2 \geq C1$); CSR prevents loading Q with characters that are not part of the K1 or K2 last word field.
2. CSR \neq PW ensures that only the shifted K1 ($C2 \geq C1$) or K2 ($C1 > C2$) characters are transferred into Q while the previous residue is protected, and characters not part of the K1 or K2 field are blocked.

LAST COMPARE . BF=1

A buffer count of one with the last compare FF set, indicates that only one remaining word must be received. (An example of this condition is illustrated in figure 5-2-38.)

With $C2 \geq C1$, the remaining word will be from K2; whereas with $C1 > C2$, the remaining word will be from K1. CSR will contain the remaining length from LA ($C1 > C2$), or LC ($C2 \geq C1$); CSR prevents loading Q with characters that are not part of the K1 or K2 last word field.

COLLATE TABLE LOOK-UP

The data sequence is also used during the compare collate operation to store the collate table word into the T register. The appropriate collate character is selected via I34 and transferred to either the TS or TQ register.

CENTRAL MEMORY CONTROL - ACCEPT RESPONSE

Central memory control responds to a read or write request by generating an accept signal (CMACM) when the request is honored. CMACM sets the CMC accept FF (CPU 3.35) and clears the ADRS XMIT full FF (at full). The reset condition of at full allows initiation of another address sequence, unless the block K ADRS FF is set.

Buffer Counter

The CMC accept FF for a write operation (K1 ADRS FF) decrements the buffer counter by one. K1 ADRS XMIT FF, located on the JR module (CPU 3.34), prevents decrementing the buffer counter on a read accept. The buffer counter and decrement controls are located on the JV module (CPU 3.37).

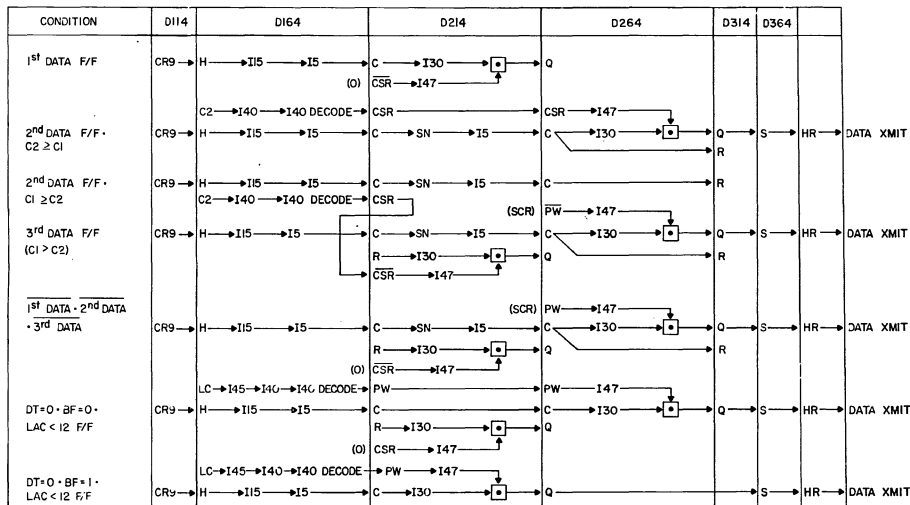
Block HR Controls

When the address sequence detects that the next K2 field length will exhaust (indicated by $LAC < 12$ FF) with a count of two in the buffer counter, the block HR FF will be set. $LAC < 12$ and a buffer count of two indicate that the last K1 word and last K2 word must be received before the last K2 write is performed.

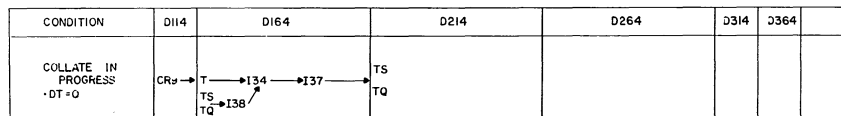
The block HR FF is always set at the beginning of a compare instruction, and remains set throughout its execution.

When set, the block HR FF blocks data sequence D364.

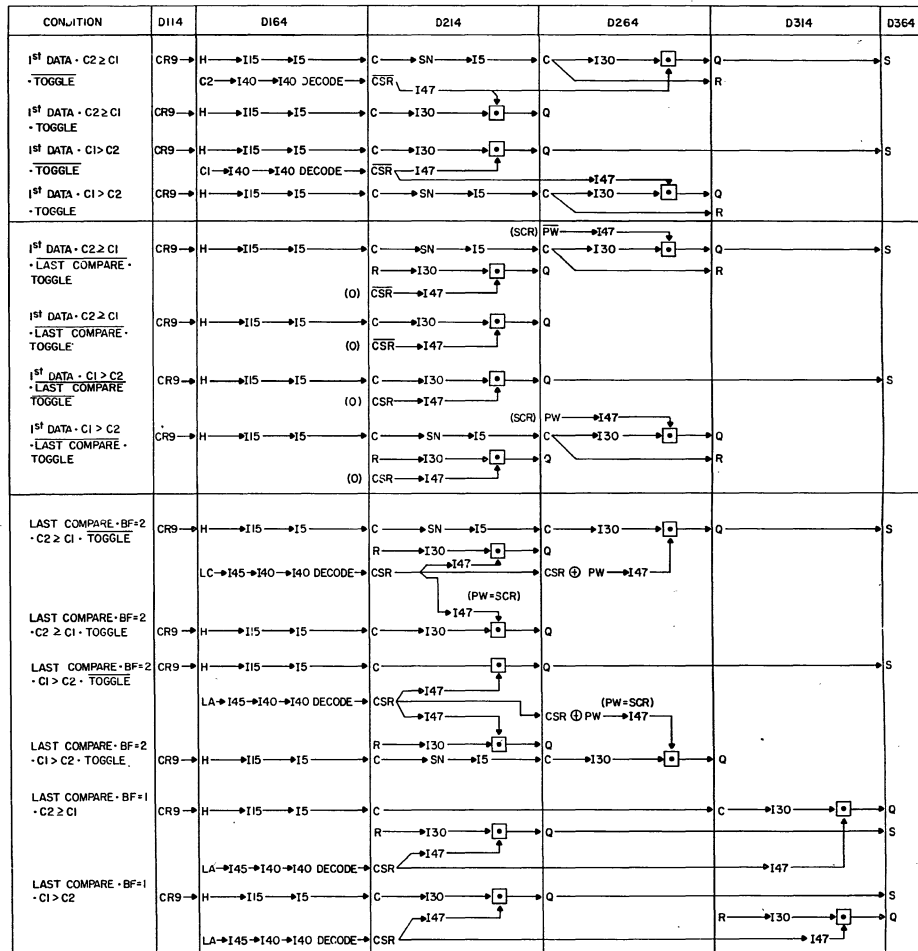
INSTRUCTION: MOVE (464 + 465)



INSTRUCTION: COLLATE TABLE LOOKUP



INSTRUCTION: COMPARE (466 + 467)

CONTROL DATA
CANADIAN
DEVELOPMENT
DIVISION

DATA SEQUENCE

CODE IDENT.	34570	ORIG. NO.	19981800	REV.	A
FIGURE 5-2-33				PAGE NO. 5-2-78-5	

8

7

6

5

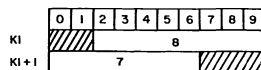
4

3

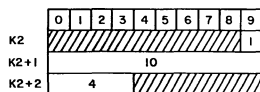
2

1

SOURCE



DESTINATION



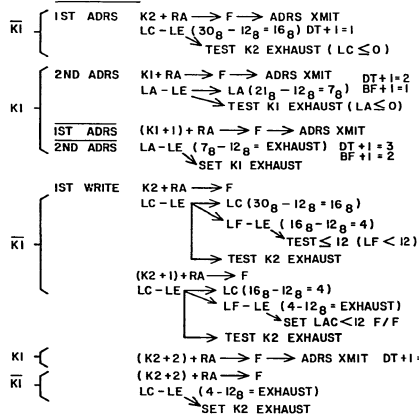
INSTRUCTION DECODE SEQ

LC \rightarrow LF
C2 \rightarrow LE

START SEQ

LE + LF \rightarrow LC = 30_8 (L + C2)
C1 - C2 \rightarrow SCR = 7 SCR \rightarrow SK
0 \rightarrow CSR
SCR \rightarrow PW = 7
LA + C1 \rightarrow LA = 21_8 (L + C1)
- $12_8 \rightarrow$ LE

ADDRESS SEQ



SEQ WILL WAIT UNTIL
HR FULL BEFORE
ADRS XMIT

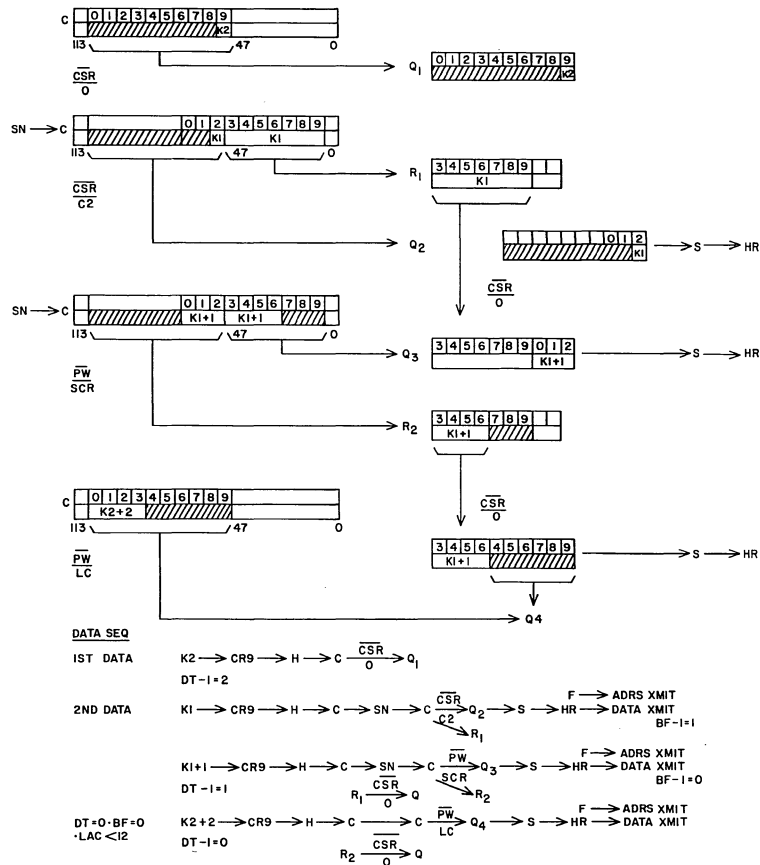
SEQ WILL WAIT UNTIL
HR FULL BEFORE
ADRS XMIT

SEQ WILL WAIT UNTIL
HR FULL BEFORE
ADRS XMIT

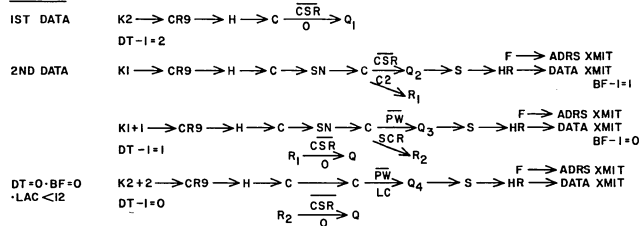
MOVE EXAMPLE NO.2

LONG MOVE C2 > C1

L = $17_8 = 15_{10}$
C1 = 2
C2 = 9



DATA SEQ



CONTROL DATA
CANADIAN
DEVELOPMENT
DIVISION

INSTRUCTION FLOW EX 2
LONG MOVE C2 > C1

CODE IDENT 34570
D
19981800
FIGURE 5-2-35
PAGE NO 5-2-78-7
REV A

8

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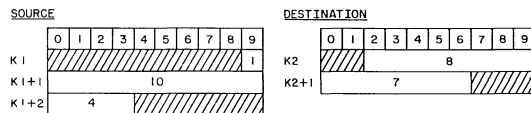
5

4

3

2

1



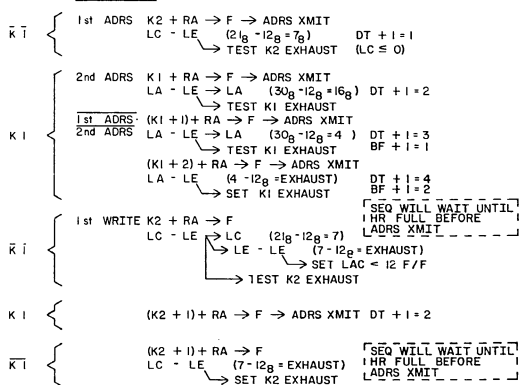
INSTRUCTION DECODE SEQ

LC → LF
C2 → LE

START SEQ

LE + LF → LC = 21_8 (L + C2)
(C2 - C1) + 12_8 → SCR = 3_8 SCR → SK
0 → CSR
SCR → PW = 3_8
LA + C1 → LA = 30_8
- 12_8 → LE

ADDRESS SEQ

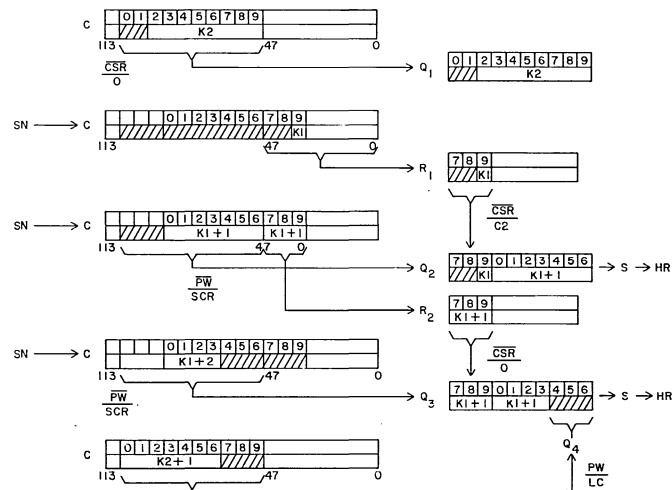


MOVE

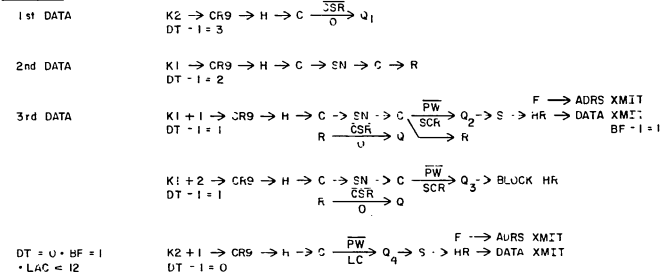
L = $17_8 = 15_{10}$
C1 = 9
C2 = 2

EXAMPLE # 3

LONG MOVE C1 > C2



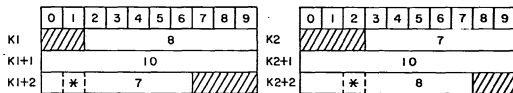
DATA SEQ



INSTR FLOW EX:
LONG MOVE C1 > C2

19981800 A

FIGURE 5-2-36 5-2-78-8



* NOTE: THIS EXAMPLE ASSUMES INDICATED CHARACTER OF K1+2 AND K2+2 TO BE UNEQUAL

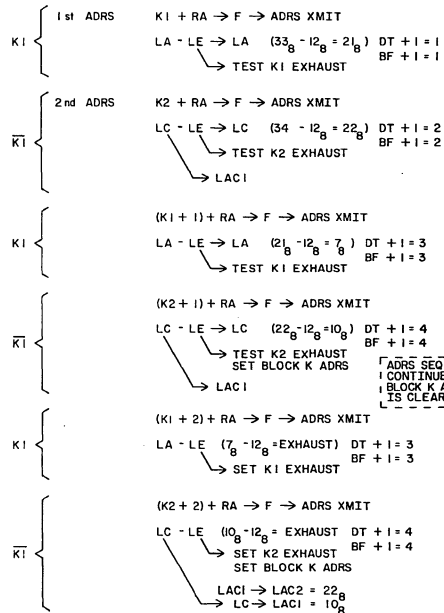
INSTRUCTION DECODE SEQ

LA → LF
C1 → LE

START SEQ

LE + LF → LA = 33_8 (L + C1)
C2 - C1 → SCR = 1 SCR → SK
O → CSR
SCR → PW = 1
LC + C2 → LC = 34_8 (L + C2)
- 12_8 → LE

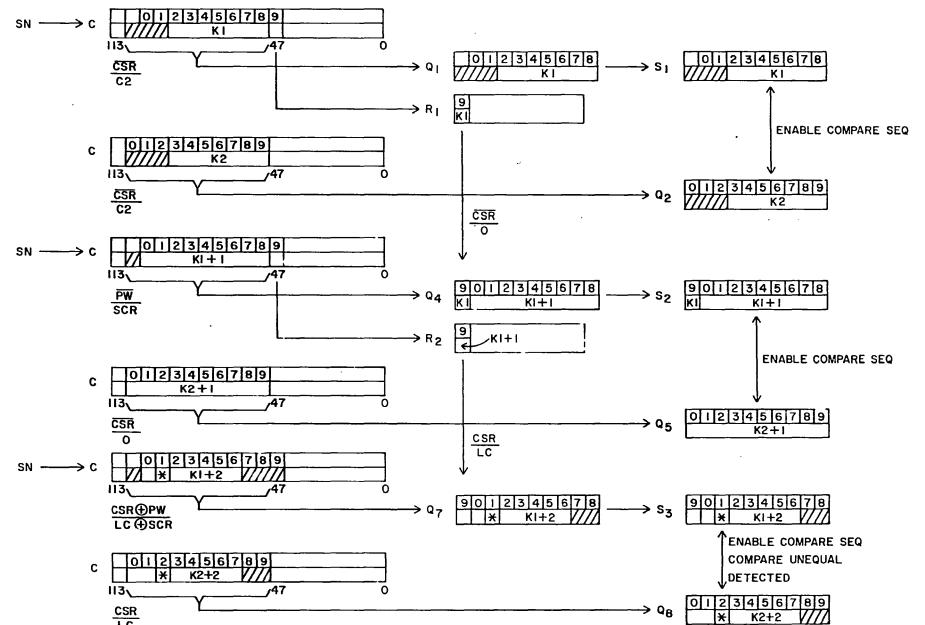
ADDRESS SEQ



COMPARE

L = $31_8 = 25_{10}$
C1 = 2
C2 = 3

EXAMPLE #1 C2 ≥ C1



DATA SEQ

1st DATA - C2 ≥ C1 TOGGLE
DT - 1 = 3

COMPARE SEQ

BF = 4 - 2 = 2, CLR BLOCK K ADRS

1st DATA - C2 ≥ C1 TOGGLE
DT - 1 = 3

COMPARE SEQ

BF = 4 - 2 = 2, SET LAST COMPARE F/F, K1 · K2 EXHAUST PREVENTS CLEARING BLOCK K ADRS F/F AND SINCE COMPARE IS EQUAL - ALLOWS LAC1 → LAC2 = 10_8

LAST COMPARE - BF = 2 · C2 ≥ C1 TOGGLE

COMPARE SEQ

BF = 2 - 2 = 0, UNEQUAL CHARACTER POSITION → CP RGTR = 2, SELECT UNEQUAL CHARACTER FROM S → TS RGTR, SELECT UNEQUAL CHARACTER FROM Q → TQ RGTR, CLR LAST COMPARE F/F

EXIT SEQ

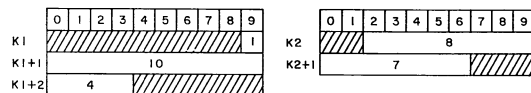
O → C RGTR
(LAC2 - CP) → LC → IS → C → X₀ (LC = $10_8 - 2_8 = 6_8$)
COMP (IF TQ > TS)

1st DATA - C2 ≥ C1 TOGGLE
DT - 1 = 3

1st DATA - C2 ≥ C1 TOGGLE
DT - 1 = 3

LAST COMPARE - BF = 2 · C2 ≥ C1 TOGGLE

BF = 2 - 2 = 0, UNEQUAL CHARACTER POSITION → CP RGTR = 2, SELECT UNEQUAL CHARACTER FROM S → TS RGTR, SELECT UNEQUAL CHARACTER FROM Q → TQ RGTR, CLR LAST COMPARE F/F



THIS EXAMPLE ASSUMES ALL CHARACTERS EQUAL

INSTRUCTION DECODE SEQ

LA → LF
C1 → LE

START SEQ

LE + LF → LA = 30₉ (L + C1)
C1 - C2 → SCR = 7₈ SCR → SK

0 CSR
SCR → PW = 7₈

LC + C1 → LC = 21₈ (L + C2)
-12₈ → LE

ADDRESS SEQ

1st ADRS K1 + RA → F → ADRS XMIT
LA - LE → LA (30₉ - 12₈ = 16₈) DT + 1 = 1
LAC1 TEST K1 EXHAUST BF + 1 = 1

2nd ADRS K2 + RA → F → ADRS XMIT
LC - LE → LC (21₈ - 12₈ = 7₈) DT + 1 = 2
TEST K2 EXHAUST BF + 1 = 2

(K1 + 1) + RA → F → ADRS XMIT
LA - LE → LA (16₈ - 12₈ = 4₈) DT + 1 = 3
LAC1 TEST K1 EXHAUST BF + 1 = 3

(K2 + 1) + RA → F → ADRS XMIT
LC - LE (7₈ - 12₈ = EXHAUST) DT + 1 = 4
SET K2 EXHAUST BF + 1 = 4
SET BLOCK K ADRS F/F
ADRS SEQ WILL CONTINUE AFTER BLOCK K ADRS F/F IS CLEARED

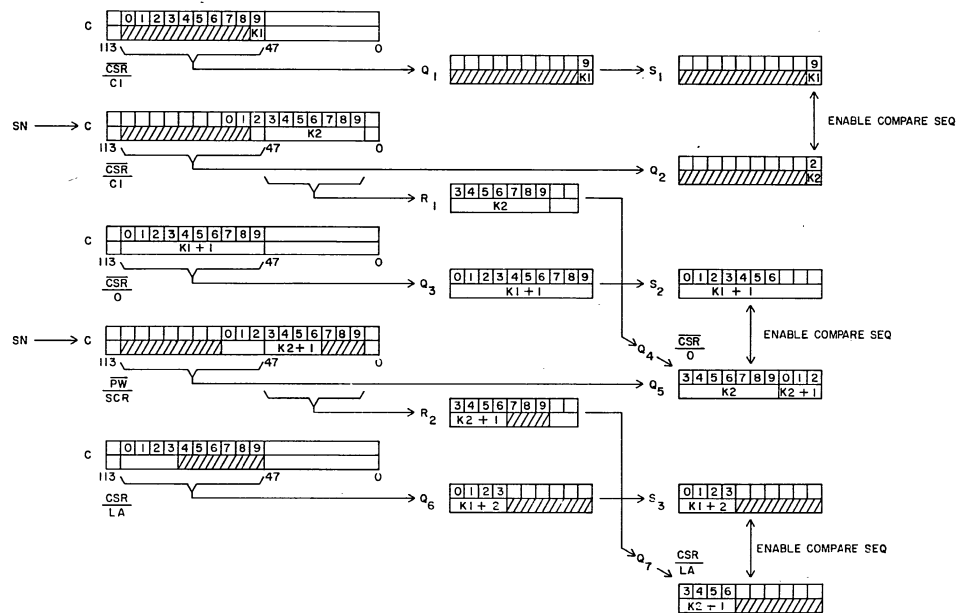
(K1 + 2) + RA → F → ADRS XMIT
LA - LE (4 - 12₈ = EXHAUST) DT + 1 = 3
SET K1 EXHAUST BF + 1 = 3
SET BLOCK K ADRS F/F
LAC1 → LAC2 = 16₈
LAC1 = 4₈

COMPARE

L = 17₈ = 15₉
C1 = 9
C2 = 2

EXAMPLE # 2

C1 ≥ C2



DATA SEQ

1st DATA - C1 ≥ C2 - TOGGLE
K1 → CR9 → H → C CSR
DT - 1 = 3 C1 → Q1 → S1

COMPARE SEQ

BF = 4 - 2 = 2, CLR BLOCK K ADRS F/F

1st DATA - C1 ≥ C2 - TOGGLE
K1 + 1 → CR9 → H → C CSR
DT - 1 = 2 O → Q3 → S2

COMPARE SEQ

BF = 3 - 2 = 1, SET LAST COMPARE F/F, K1, K2 EXHAUST PREVENTS CLEARING BLOCK K ADRS F/F AND SINCE COMPARE IS EQUAL - ALLOWS LAC1 → LAC2 = 4₈

LAST COMPARE - C1 ≥ C2 - TOGGLE
K1 + 2 → CR9 → H → C CSR
DT - 1 = 2 LA → Q6 → S3
R2 - CSR → Q7 → S4

COMPARE SEQ

LAST COMPARE - COMPARE EQUAL ENABLE EXIT SEQ

EXIT SEQ

O → C RGTR
C → X0

1st DATA - C1 ≥ C2 - TOGGLE
K2 → CR9 → H → C → SN → C CSR
DT - 1 = 2 C1 → Q2 → S1

1st DATA - C1 ≥ C2 - TOGGLE
K2 → CR9 → H → C → SN → C CSR
DT - 1 = 1 R1 - CSR → Q4 → S2

TABLE 5-2-23. COMPARE/MOVE COMMAND TIMING

SEQUENCE: CENTRAL MEMORY CONTROL ACCEPT

TIME	SIGNAL NAME	TEST POINT	P	COMMAND	CONDITION	COMMENTS
	(3.35)			SET CMC ACCEPT FF	CMACM.CMU ON.TLSS	CMC ACCEPT
	(3.35)			CLR ADRS XMIT FULL FF		
	(3.37)			DECREMENT BUFFER COUNTER	UPBKPV.(CMC ACCEPT.MOVE. KIADRS XMIT FF)	
	EEXNVF (3.37)	N33-1	F	ENABLE EXIT SEQ	ENABLE EXIT FF.K1.K2 EXHAUST. MOVE.CMC ACCEPT.KI ADRS XMIT FF	
	SBHRVK (3.37)	M31-10	F	SET BLOCK HR FF	COMPARE + (K1 ADRS.BUF=2. LAC < 12 FF.KI ADRS XMIT FF. CMC ACCEPT)	
	CHRFWS (3.37)	M30-11	F	CLR HR FULL FF	MOVE.CMC ACCEPT.KI ADRS XMIT FF	

TABLE 5-2-24. COMPARE/MOVE COMMAND TIMING

SEQUENCE: CENTRAL MEMORY CONTROL DATA READY RESPONSE

TIME	SIGNAL NAME	TEST POINT	P	COMMAND	CONDITION	COMMENTS
	CMDRM (3.39)	M32-1	T	GENERATE DATA READY-CMDRJX	DATA READY.CMU ON FF	
	LA45TV (3.41)	M27-4	F	SELECT LA → I45	1st & LAST FF.COLLATE IN PROGRESS. COMPARE.C1 ≥ C2.DATA READY DELAY FF	
	LA45TV (3.41)	M27-4	T	SELECT LC → I45		

TABLE 5-2-25. COMPARE/MOVE COMMAND TIMING

SEQUENCE: DATA

						Page 1 of 5
TIME	SIGNAL NAME	TEST POINT	P	COMMAND	CONDITION	COMMENTS
D114	CMDRJX (3.39)	M32-10	F	DECREMENT DATA COUNTER	DATA READY DELAY FF UPDKPJ.DT=0.1st & LAST FF + COLLATE IN PROGRESS FF	
	ENABH (3.39)			ENABLE H RGTR	DATA READY DELAY FF.(1st & LAST FF + COLLATE IN PROGRESS.DT=0)	
				SET H FULL FF	DATA READY DELAY FF.(1st & LAST FF + COLLATE IN PROGRESS).DT=0	
	ENHBT (3.39)	M30-13	T	ENABLE T RGTR	DATA READY DELAY FF.(1st & LAST FF + COLLATE IN PROGRESS).DT=0	
				SET T FULL FF	DATA READY DELAY FF.(1st & LAST FF + COLLATE IN PROGRESS).DT=0	
	E164JW (3.39)			ENABLE D164	DATA READY DELAY FF.(1st & LAST FF + COLLATE IN PROGRESS).DT=0	
	LMOOMK (3.40)	M31-5	T		LAST MOVE.DT0.LAC < 12.(BUF.0 + BUF=1)	
	LCOOMN (3.40)	M29-6)	T		LAST COMPARE.LAST WORD COMPARE FF.(BUF=1 + BUF.2)	

TABLE 5-2-25. COMPARE/MOVE COMMAND TIMING

SEQUENCE: DATA (cont.)

						Page 2 of 5
TIME	SIGNAL NAME	TEST POINT	P	COMMAND	CONDITION	COMMENTS
D164				ENABLE D164	E164JW + E164KW + (C FULL FF, H FULL FF, D214) + (H FULL FF, C FULL FF)	
	15I5JT (3.39)			SELECT H → I15	T FULL FF .BLK C FULL	
	SCFOJW (3.39)			SELECT I15 → I5	T FULL FF .BLK C FULL	
				SET C FULL FF		
				CLR H FULL FF	T FULL FF	
	ECD114 (3.39)			ENABLE C RGTR	T FULL FF	
	C240KL (3.38)	M26-6	F	SELECT C2 → I40	COMPARE, 1st DATA FF, C2 ≥ C1 + 2nd DATA FF	
	ESRDKF (3.38)			ENABLE CSR	COMPARE, 1st DATA FF + 2nd DATA FF	
	C140KL (3.38)	M26-11	F	SELECT C1 → I40	COMPARE, 1st DATA FF, C1 ≥ C2	
	G450 , G451 (3.37)			SELECT LC → I45		NORMALLY SELECTED
	G400 , G401 (3.30)			SELECT I45 → I40		NORMALLY SELECTED
	EPWNKF (3.38)			ENABLE PW RGTR	LMOOMK	
	TS38KC (3.38)	L26-11	F	SELECT TS → I38	T FULL FF, (DATA 2 FF + TQ = WP)	
				ENABLE TS RGTR		
	TS38KC (3.38)	L26-11	T	SELECT TQ → I38	T FULL FF, (DATA 2 FF, TQ = WP)	NORMALLY SELECTED
	ETQNKF (3.38)	L25-1	F	ENABLE TQ RGTR		
	ECS2KZ (3.38)	L27-7	F	ENABLE COLLATE CS264	T FULL FF, DATA 2 FF	
	CTFOKJ (3.38)	M32-4	F	CLR T FULL FF	T FULL FF, (DATA 2 FF + TQ = TS)	
	E164KW (3.38)	M30-14	T	ENABLE DATA SEQ D164	T FULL FF, DATA 2 FF, TS = TQ	
	CDA2KZ (3.38)	L27-8	F	CLR DATA 2 FF	T FULL FF, DATA 2 FF	
	G37Z (3.42)	M19-10	F	SELECT I34 → I37		NORMALLY SELECTED

TABLE 5-2-25. COMPARE/MOVE COMMAND TIMING

SEQUENCE: DATA (cont.)

						Page 3 of 5
TIME	SIGNAL NAME	TEST POINT	P	COMMAND	CONDITION	COMMENTS
D214	D214D (3.38)			ENABLE D214	C FULL, Q FULL, D214 + C FULL, Q FULL, S FULL + C FULL, Q FULL, S FULL, HR FULL	
	EQ00MF (3.40)			ENABLE Q RGTR	MOVE, 2nd DATA FF + COMPARE, 1st DATA FF + COMPARE, (C1>C2, TOGGLE FF + C2≥C1, TOGGLE FF)	
	ECSNMU (3.40)	L30-1	F	SELECT SN → I5	MOVE, LM00MK + COMPARE, (C2≥C1, TOGGLE FF + C1>C2, TOGGLE FF, (LAST COMPARE FF + BUF1VM)	LM00MK=LAST MOVE (3.40)
	R30DMF (3.40)			ENABLE C RGTR		
	R30DMF (3.40)			SELECT C → I30	MOVE, 1st DATA + (LAC<12 FF, DT=0, BUF1VM) + COMPARE, (C2≥C1, TOGGLE FF + C1>C2, TOGGLE FF)	
	R30DMF (3.40)			SELECT R → I30	MOVE, 1st DATA, (LAC<12 FF + DT=0 + BUF1VM) + COMPARE, (C2≥C1, TOGGLE FF + C1>C2, TOGGLE FF)	
	SR47MN (3.40)	M29-1	F	SELECT CSR → I47	COMPARE, LC00MN	LC00MN=LAST COMPARE (3.40)
	CSFDMC (3.40)	L28-10	F	SELECT PW → I47	MOVE, LAC<12 FF, DT=0, BUF1VM	
	SR47MN + CSFDMC			SELECT CSR → I47	MOVE, (LAC<12 FF + DT=0 + BUF1VM) + COMPARE, LC00MN	
	EC0MMF (3.39)	M33-7	F	ENABLE COMPARE CM114	COMPARE, C2≥C1, TOGGLE FF	
	ETOGMN (3.40)	M29-11	F	ENABLE TOGGLE FF	COMPARE, (C2≥C1, TOGGLE FF + C1>C2, TOGGLE FF)	
	SQF0MW (3.40)			ENABLE SET Q FULL FF	MOVE, LAC<12 FF, DT=0, BUF1VM + COMPARE, (C1>C2, TOGGLE FF + C2≥C1, TOGGLE FF) + LAST COMPARE FF, BUF1VM	
	(3.38)	M30-2	F	SET Q FULL FF	SQF0MW, 3rd DATA FF	
	CCF0MW (3.40)	M30-4	F	CLR C FULL FF	MOVE, (1st DATA FF + LAC<12 FF, DT=0, BUF1VM) + COMPARE, (C1>C2, TOGGLE FF + C2≥C1, TOGGLE FF)	
	CSFDMC (3.40)	L28-10	F	CLR S FULL FF	MOVE, LAC 12 FF, DT=0, BUF1VM	
	(3.38)			CLR BLOCK HR FF	LM00MK	LM00MK=LAST MOVE (3.40)
	C1S2MN (3.40)	M29-10	F	CLR 1st DATA FF	1st DATA, MOVE	
				SET 2nd DATA FF		
	ECSRMC (3.40)	N29-11	F	SELECT 0 → I40 DECODER		
				ENABLE CSR RGTR	COMPARE, C2≥C1, TOGGLE FF, 1st DATA FF	
				CLR 1st DATA FF		

TABLE 5-2-25. COMPARE/MOVE COMMAND TIMING

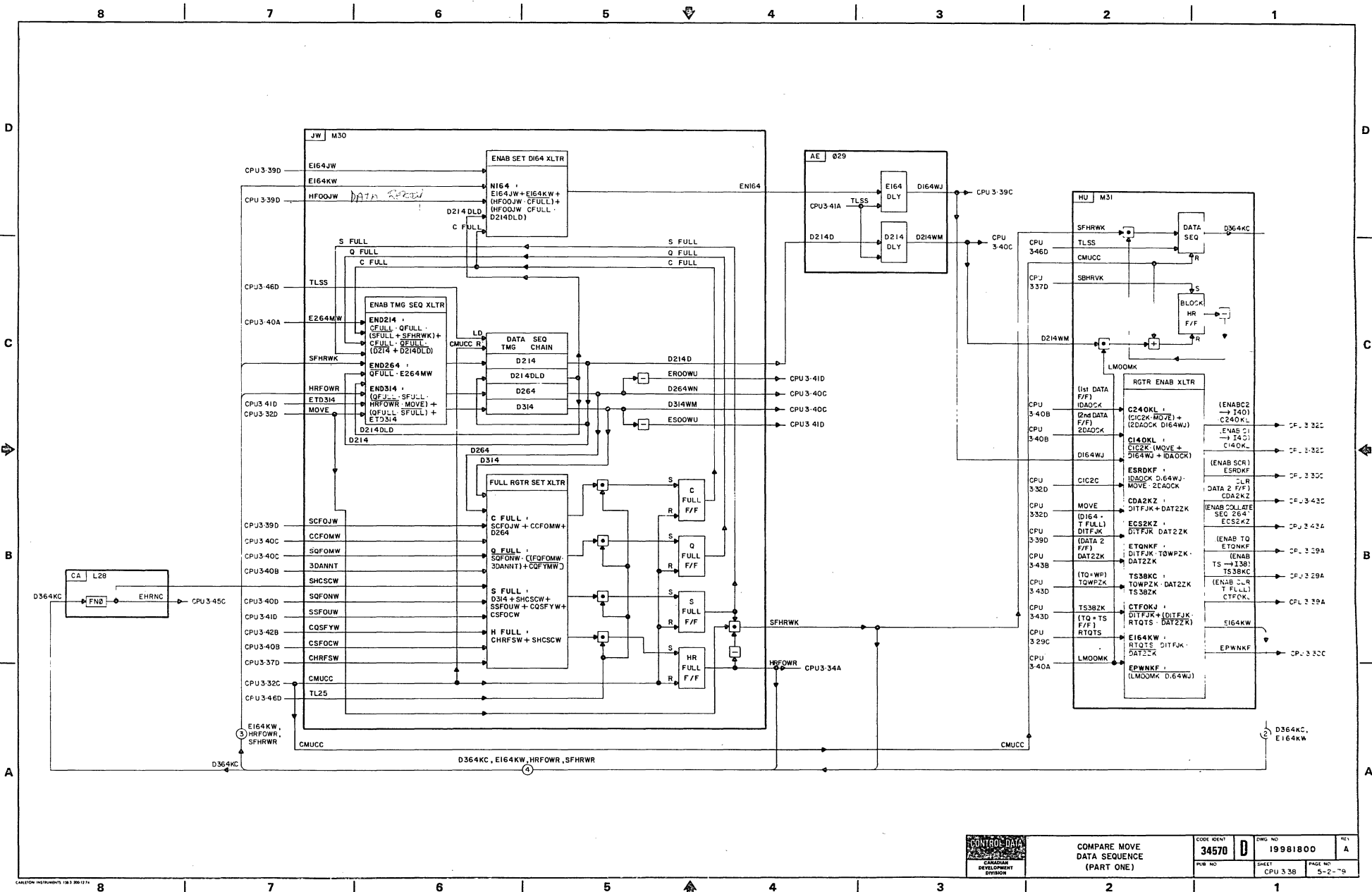
SEQUENCE: DATA (cont.)

						Page 4 of 5
TIME	SIGNAL NAME	TEST POINT	P	COMMAND	CONDITION	COMMENTS
D264	E264MW (3.40)	M29-14	F	ENABLE D264	[MOVE. 1st DATA FF + COMPARE]. D214	R → I30
	(3.38)			SET D264	E264MW. Q FULL FF	
	ER00WU (3.38)			ENABLE R RGTR		
	G30Z (3.28)			SELECT C → I30		
	(3.38)			CLR C FULL FF		
	ETOGUN (3.41)			ENABLE TOGGLE FF		
	EQ00NF (3.40)			ENABLE Q RGTR	(2nd DATA FF. C2 ≥ C1) + 2nd DATA FF	
	G470. G471 (3.40)			SELECT PW ≠ CSR → I47	LC00MN	
	G470. G471 (3.40)			SELECT PW → I47	MOVE. (2nd DATA FF + C1 ≥ C2) + COMPARE .1st DATA. LC00MN + SR47MN + PW47CN	
	G470. G471 (3.40)			SELECT CSR → I47	MOVE. (2nd DATA FF. C2 ≥ C1) + COMPARE .1st DATA + LC00MN	
	EC0MNF (3.40)	M30-3	F	ENABLE COMPARE SEQ	COMPARE. TOGGLE FF	LC00MN=LAST COMPARE (2.39) PW → I47 + PW ≠ CSR → I47
	SQF0NW (3.40)			SET Q FULL FF	C2 ≥ C1 + 2nd DATA FF	
	ECSRNC (3.40)			SELECT 0 → I40 DECODE	2nd DATA FF. C2 ≥ C1 + 3rd DATA FF + COMPARE. 1st DATA FF. TOGGLE FF	
				ENABLE CSR RGTR	COMPARE. 1st DATA FF. TOGGLE FF	
				CLR 1st DATA FF	2nd DATA FF	
				CLR 2nd DATA FF	2nd DATA FF	
				CLR 3rd DATA FF	3rd DATA FF	
				SET 3rd DATA FF	2nd DATA FF. C1 ≥ C2	

TABLE 5-2-25. COMPARE/MOVE COMMAND TIMING

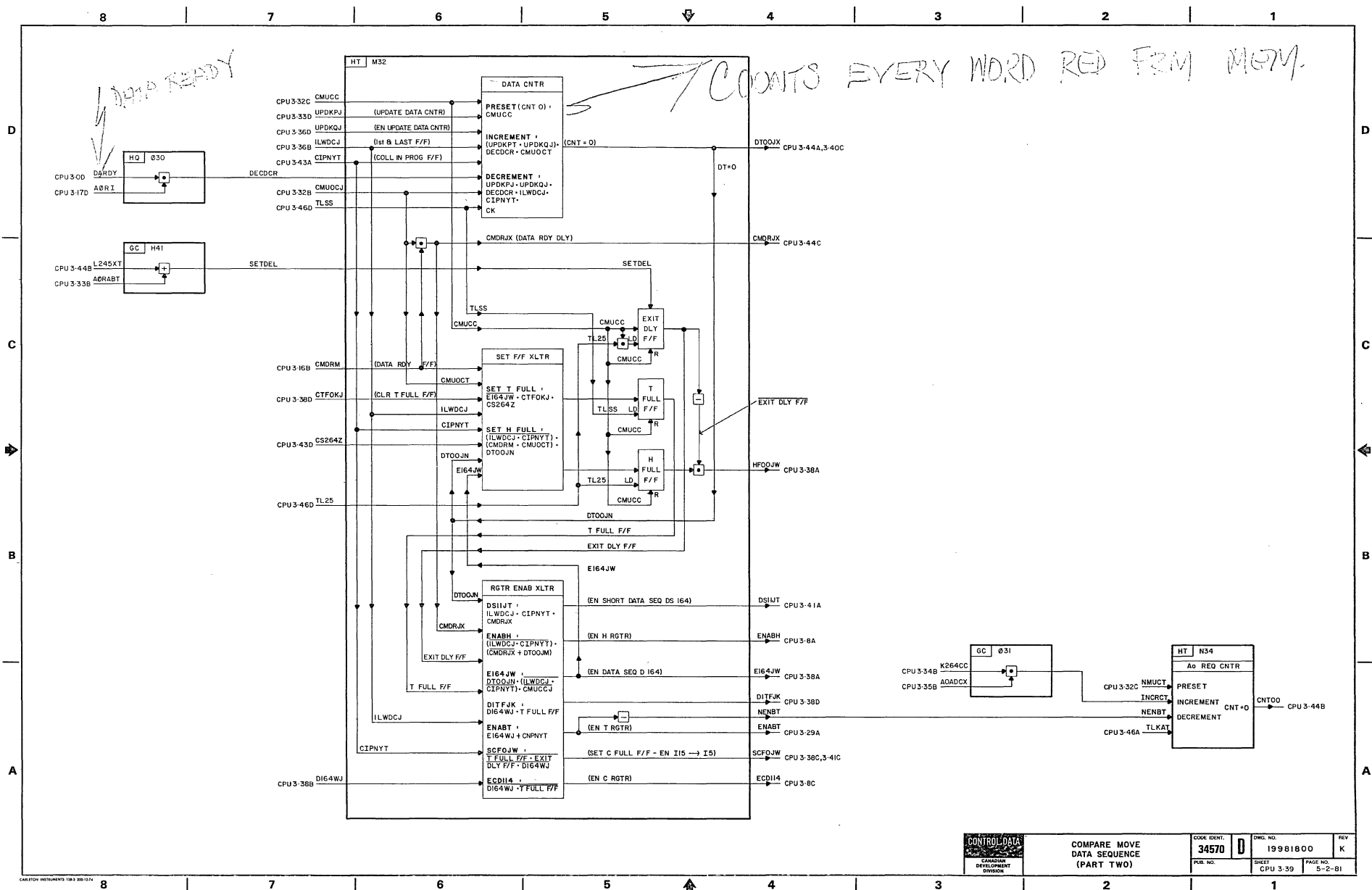
SEQUENCE: DATA (cont.)

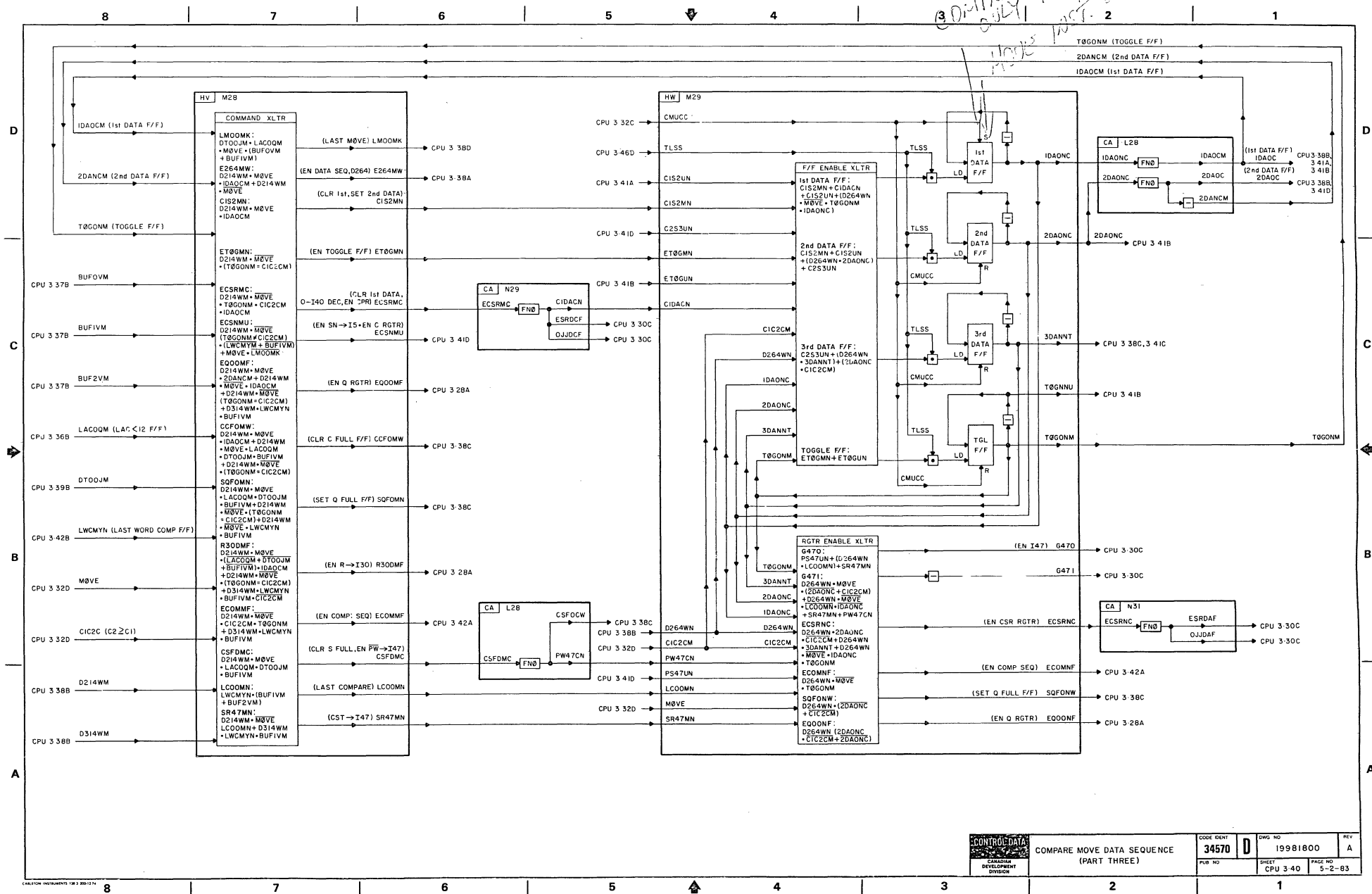
						Page 5 of 5
TIME	SIGNAL NAME	TEST POINT	P	COMMAND	CONDITION	COMMENTS
D314	(3.38)			ENABLE D314	Q FULL, S FULL + Q FULL, S FULL, HR FULL, MOVE + ETD314	
	(3.38)			SET S FULL FF	SSFOUW	
	ES00WU (3.38)	L30-3	F	ENABLE S RGTR		
	(3.38)			CLR Q FULL FF		
	R30DMF (3.40)			SELECT R → I30	LAST WORD COMPARE FF, BUF1VM, C1 ≥ C2	
	SR47MN (3.40)	M29-1	F	SELECT CSR → I47	LAST WORD COMPARE FF, BUF1VM	
	EQ00MF (3.40)			ENABLE Q RGTR	LAST WORD COMPARE FF, BUF1VM	
	ECOMMF (3.40)	N33-7	F	ENABLE COMPARE SEQ	LAST WORD COMPARE FF, BUF1VM	
	SFHRWK (3.38)	M31-9	T	ENABLE D364	S FULL, HR FULL, MOVE	
	(3.38)			SET D364	SFHRWK, BLOCK HR FF	
D364	EHRNC (3.38)			ENABLE HR RGTR		
	CM17.CMX7 (3.45)			SELECT S → I7		
	SHCSCW (3.38)	M30-10	F	SET HR FULL FF CLR S FULL FF		



COMPARE MOVE
DATA SEQUENCE
(PART ONE)

CODE IDENT	34570	DWG NO	19981800	REV	A
SHEET	1	PAGE NO	3-2-79		





DETAILED PAK DIAGRAM (CPU 3.41)

SHORT DATA SEQUENCE

The short data sequence is similar in operation to the normal data sequence; however, it is only enabled when the 1st & last FF is set.

1st & last FF is set for a move when K2 exhausts during 1st address, and for a compare when K1 and K2 exhaust during 2nd address.

MOVE INSTRUCTION (464, 465 - Refer to figure 5-2-39.)

1st DATA

1. Decrement data counter by one.
2. The first K2 word is transferred to Q.
3. Clear 1st data, set 2nd data.

2nd DATA

Path selection for 2nd data is determined by $C2 \geq C1$ and the buffer count.

$C2 \geq C1$

With $C2 \geq C1$, the last move equals-zero signal (LMS0TV) selects the appropriate data path.

1. Decrement data counter by one.
2. The shifted K1 word is transferred to Q. The C2 offset in CSR and the shift count in PW control the loading of Q. $CSR \neq PW$ ensures that only the shifted characters from K1 are stored in Q, while the K2 offset, and characters not part of the K2 field, are protected. (An example of this condition is illustrated in figure 5-2-41.)
3. The complete word in Q is transferred to S and HR in preparation for the 1st write request.

$C1 > C2$

With $C1 > C2$, the buffer count is checked. If the count equals zero, the last move equals-zero signal (LMS0TV) is generated. The sequence follows the same path described for $C2 \geq C1$.

If the buffer count equals one, the last move equals-one signal (LMS1TU) is generated. Last move equals-one indicates that two K1 words must be received. (An example of this condition is illustrated in figure 5-2-40.)

1. Decrement data counter by one.
2. After K1 has been shifted, all K1 characters will reside in the residue portion of C. Therefore, the residue must first be transferred to R and then to Q. The C2 offset in CSR and the shift count in PW control the loading of Q.
3. Clear 2nd data, set 3rd data.

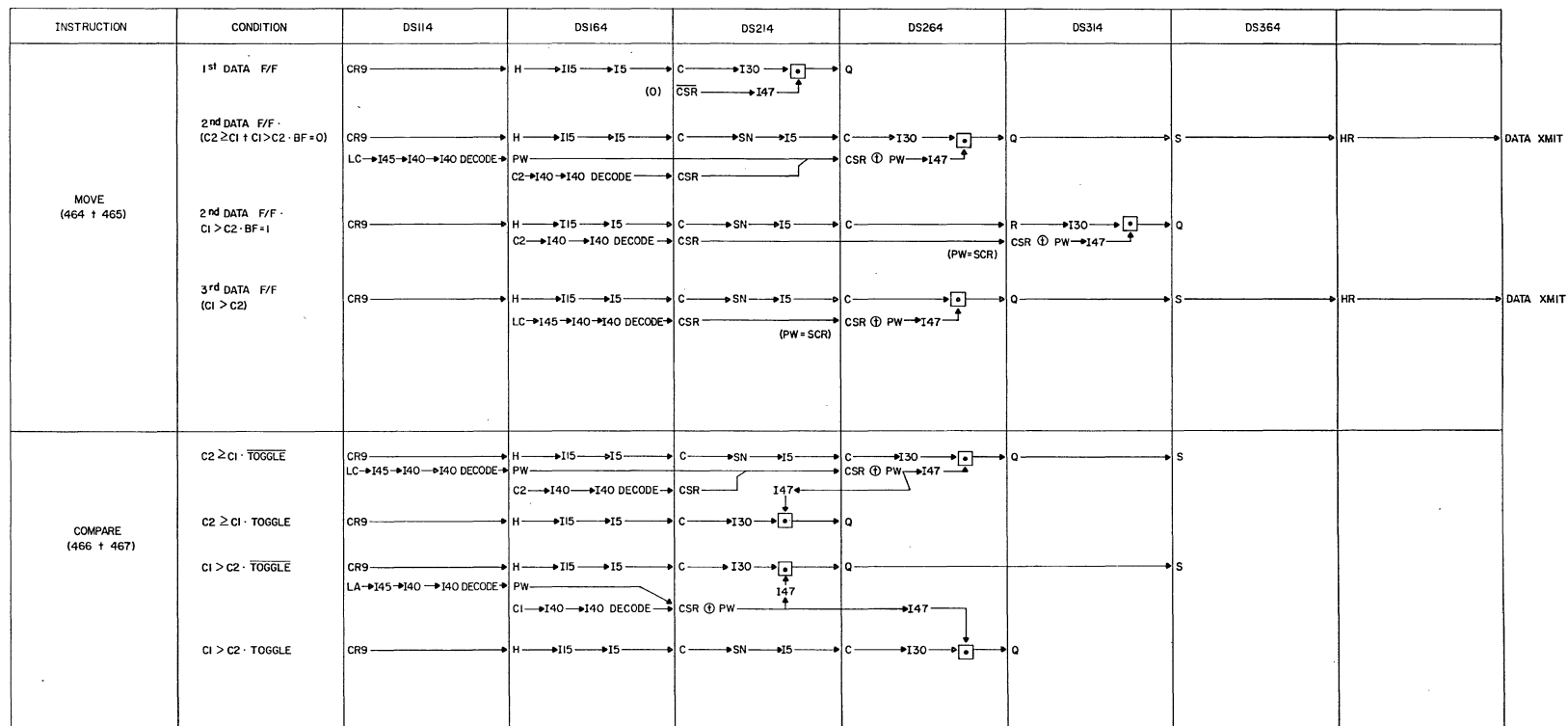
3rd DATA

1. Decrement data counter by one.
2. The shifted K1 data is transferred to Q. The loading of Q is controlled by the remaining length value in LC and the shift count in PW.
3. The complete word in Q is transferred to S and HR in preparation for the 1st write.

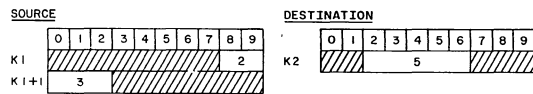
COMPARE INSTRUCTION (466, 467 - Refer to figure 5-2-39)

Short data for a compare monitors $C2 \geq C1$ and toggle to determine path selection.

The data path is the same as the one used for a normal data sequence with 1st data, except that for a short compare both CSR and PW are used. CSR will contain the C2 offset value ($C2 \geq C1$) or the C1 offset value, while PW will contain the remaining LC value ($C2 \geq C1$) or LA value ($C1 > C2$).



SHORT DATA SEQUENCE



INSTRUCTION DECODE SEQ

LC → LF
C2 → LE

START SEQ

LE + LF → LC = 7₈ (L + C2)
(C2 - C1) + I2₈ → SCR = 4₈ SCR → SK
0 → CSR
SCR → PW = 4₈
LA + C1 → LA = 15₈
-I2₈ → LE

ADDRESS SEQ

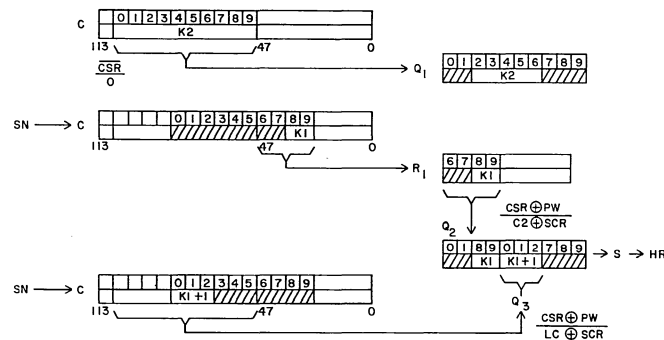
1st ADRS K2 + RA → F → ADRS XMIT
LC - LE (7₈ - I2₈ = EXHAUST) DT + 1 = 1
→ SET K2 EXHAUST F/F
SET 1st & LAST F/F

2nd ADRS K1 + RA → F → ADRS XMIT
LA - LE → LA (15₈ - I2₈ + 3) DT + 1 = 2
→ TEST K1 EXHAUST
(K1 + 1) + RA → F → ADRS XMIT DT + 1 = 3
LA - LE (3₈ - I2₈ = EXHAUST) BF + 1 = 1
→ SET K1 EXHAUST

1st WRITE K2 + RA → F
[SEQ WILL WAIT
UNTIL HR FULL
BEFORE ADRS
XMIT]

MOVE EXAMPLE #4

L = 5₈
C1 = 8
C2 = 2



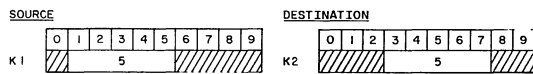
DATA SEQ - ONE WORD

1st DATA K2 → CR9 → H → C → CSR → Q1
DT - 1 = 2

2nd DATA K1 → CR9 → H → C → SN → R1 CSR ⊕ PW
C1 > C2 - BF = 1 DT - 1 = 1 C2 ⊕ SCR → Q2

3rd DATA K1 + 1 → CR9 → H → C → SN → C CSR ⊕ PW
DT - 1 = 0 LC ⊕ SCR → S → F → ADRS XMIT
→ HR → DATA XMIT

5-2-40



INSTRUCTION DECODE SEQ

LC → LF
C2 → LE

START SEQ

LE + LF → LC = 10₈ (L + C2)
C2 - C1 → SCR = 2₈ SCR → SK
0 → CSR
SCR → PW = 2₈
LA + C1 → LA = 5₈
-I2₈ → LE

ADDRESS SEQ

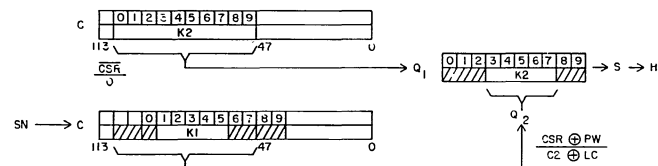
1st ADRS K2 + RA → F → ADRS XMIT
LC - LE (10₈ - I2₈ = EXHAUST) DT + 1 = 1
→ SET K2 EXHAUST F/F
SET 1st & LAST F/F

2nd ADRS K1 + RA → F → ADRS XMIT DT + 1 = 2
LA - LE (5₈ - I2₈ = EXHAUST) BF + 1 = 1
→ SET K2 EXHAUST

1st WRITE K2 + RA → F
[SEQ WILL WAIT
UNTIL HR FULL
BEFORE ADRS
XMIT]

MOVE EXAMPLE #5

L = 5₈
C1 = 1
C2 = 3



DATA SEQ - ONE WORD

1st DATA K2 → CR9 → H → C → CSR → Q1
DT - 1 = 1

2nd DATA C2 > C1 K1 → CR9 → H → C → SN → C CSR ⊕ PW
DT - 1 = 0 C2 ⊕ LC → Q → S → F → ADRS XMIT
→ HR → DATA XMIT

5-2-41

TABLE 5-2-26. COMPARE/MOVE COMMAND TIMING

SEQUENCE: SHORT DATA

PAGE 1 OF 2

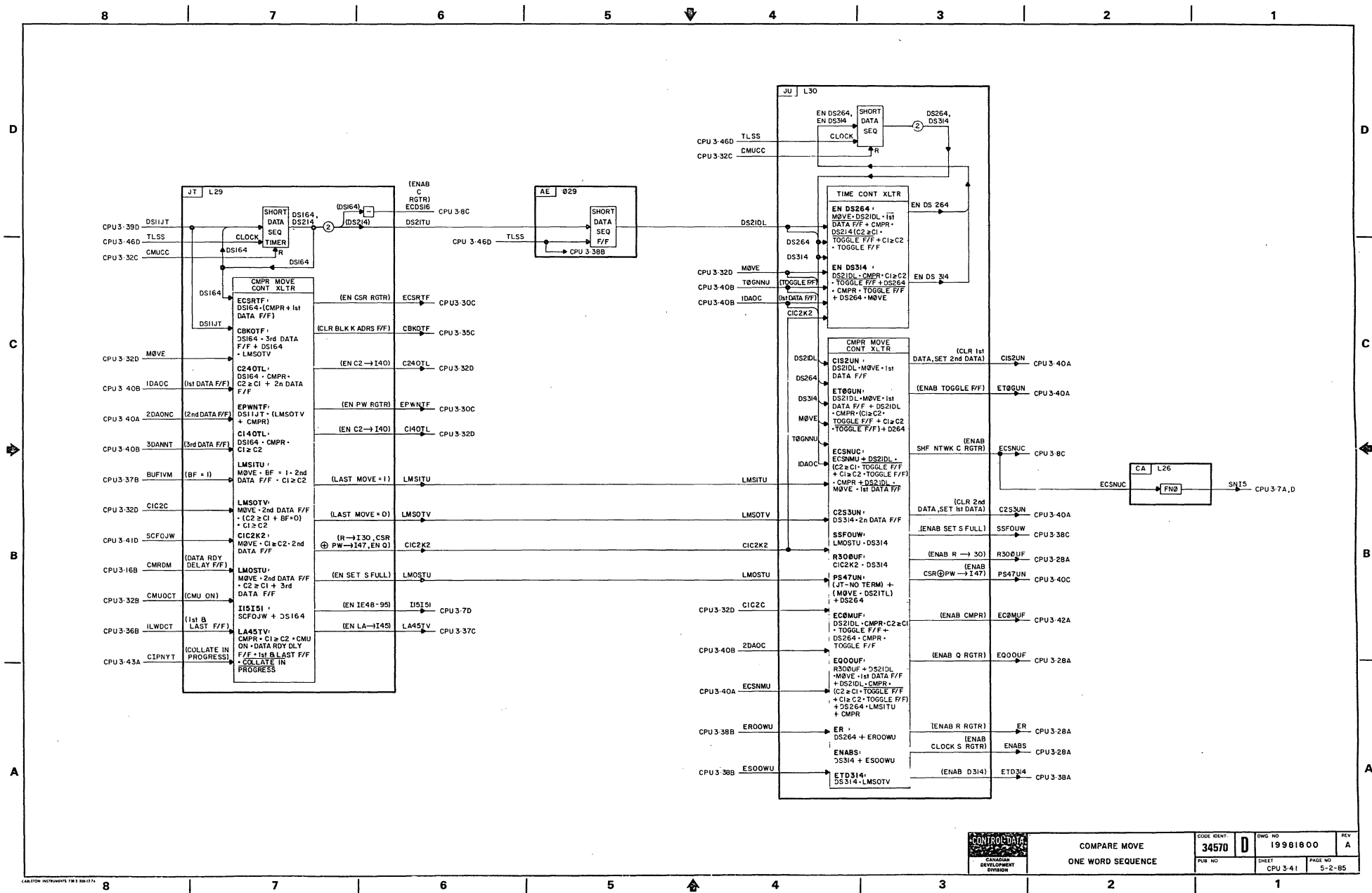
TIME	SIGNAL NAME	TEST POINT	P	COMMAND	CONDITION	COMMENTS
DS114	CMDRJX (3.39)	M32-10	F	ENABLE H RGTR.	DATA READY DELAY FF	
	ENHBH (3.39)			DECREMENT DATA COUNTER	DATA READY DELAY FF . 1ST & LAST FF . COLLATE IN PROGRESS	
	G400.G401 (3.30)	L29-4	T	SELECT I45 → I40	UPDKPJ.UPDKQJ . 1ST & LAST FF . COLLATE IN PROGRESS	
	EPWNTF (3.41)			ENABLE PW RGTR	COMPARE + LMSOTV	
DS164	DSINT (3.39)	L30-2		ENABLE SHORT DATA SEQ 164	MOVE . 2ND DATA . [C23C1 + BUF=0 . C17C2] MOVE . 2ND DATA . BUF=1 . C13C2	LAST MOVE=0 LAST MOVE=1
	LMS0 TV (3.41)					
	LMS1 TU (3.41)					
	F46X (3.8)	I25-1	F	SELECT H → I15		
	I15I51 (3.7)			SELECT I15 → I5		
	ECDS16 (3.41)	N25-12	F	ENABLE C RGTR		
	G450.G451 (3.31)			SELECT LC → I45		LA → I45
	ECSRTF (3.41)	M26-7	F	ENABLE CSR RGTR	COMPARE + 1ST DATA FF	
	C240TL (3.41)			SELECT C2 → I40	COMPARE . C2 ≥ C1 + 2ND DATA FF	
	C140TL (3.41)	M26-12	F	SELECT C1 → I40	COMPARE . C1 > C2	
	C140TL. C240TL (3.41)			SELECT I45 → I40		3RD DATA
	CBKOTF (3.41)			CLR BLOCK K ADRS FF ENABLE SHORT DATA SEQ 214	LMSOTV + 3RD DATA DS164	

TABLE 5-2-26. COMPARE/MOVE COMMAND TIMING

SEQUENCE: SHORT DATA (cont.)

PAGE 2 OF 2

TIME	SIGNAL NAME	TEST POINT	P	COMMAND	CONDITION	COMMENTS
DS214	G302 (3.28)	L25-6	F	SELECT C → I30	MOVE . 1ST DATA + [COMPARE . (C2 ≥ C1 . TOGGLE + C1 > C2 . TOGGLE)] MOVE . 1ST DATA + [COMPARE . (C2 ≥ C1 . TOGGLE + C1 > C2 . TOGGLE)] MOVE . 1ST DATA + COMPARE . (C2 ≥ C1 . TOGGLE + C1 > C2 . TOGGLE) MOVE . 1ST DATA + COMPARE . (C2 ≥ C1 . TOGGLE + C1 > C2 . TOGGLE) COMPARE MOVE COMPARE . C2 ≥ C1 . TOGGLE COMPARE . C1 > C2 . TOGGLE MOVE . 1ST DATA MOVE . 1ST DATA MOVE . 1ST DATA + COMPARE . (C2 ≥ C1 . TOGGLE + C1 > C2 . TOGGLE) LMSITU + COMPARE COMPARE . TOGGLE MOVE + COMPARE . TOGGLE MOVE . 2ND DATA . C2 ≥ C1 + 3RD DATA 2ND DATA 2ND DATA MOVE . C1 > C2 . 2ND DATA FF MOVE . C1 > C2 . 2ND DATA FF MOVE . C1 > C2 . 2ND DATA FF	R → I30
	EQ00UF (3.41)			ENABLE Q RGTR		
	ETOGUN (3.41)	M29-14	F	ENABLE TOGGLE FF		
	ECSNUC (3.41)	L26-10	F	ENABLE C RGTR		
	ECSNUC (3.41)	L26-10	F	SELECT SN → I5		
	PS47UN (3.41)	M29-3	F	SELECT CSR ≠ PW → I47		
	PS47UN (3.41)	M29-3	T	SELECT CSR → I47		
	ECOMUF (3.41)	N33-6	F	ENABLE COMPARE SEQ		
	C1S2UN (3.41)	M29-12	F	ENABLE SHORT DATA-DS314		
	C1S2UN (3.41)	M29-12	F	CLR 1ST DATA FF		
DS264				SET 2ND DATA FF		
				ENABLE DS264		
	ER (3.41)	M07-8	T	ENABLE R RGTR		
	G302 (3.28)			SELECT C → I30		
	PS47UN (3.41)	M29-3	F	SELECT CSR ≠ PW → I47		
	ETOGUN (3.41)	M29-14	F	ENABLE TOGGLE FF		
	EQ00UF (3.41)	L25-6	F	ENABLE Q RGTR		
DS314	ECQMUF (3.41)	N33-6	F	ENABLE COMPARE SEQ		
				ENABLE SHORT DATA DS314		
	ENABS (3.41)	M14-14	T	ENABLE S RGTR		
	SSFOUW (3.41)	M30-1	F	SET S FULL FF		
	C2S3UN (3.41)	M29-9	F	CLR 2ND DATA FF		
	C2S3UN (3.41)	M29-9	F	SET 3RD DATA FF		
	R30OUF (3.41)	L25.5	F	SELECT R → I30		
	R30OUF/ (3.41)					
	PS47UN (3.41)			SELECT CSR, ≠ PW → I47		
	R30OUF/ (3.41)					
	EQ00UF (3.41)			ENABLE Q RGTR		



DETAILED PAK DIAGRAM (CPU 3.42)

COMPARE SEQUENCE

The compare sequence is enabled from either the data sequence or the collate sequence.

FROM DATA SEQUENCE

The compare sequence monitors the compare word equal signal (CWEQ) to determine the action to be performed.

Comparison Equal (CWEQ)

1. The buffer counter is decremented by two, which will allow the address sequence to initiate read requests for another pair of words.
2. The block K address FF is reset, enabling the address sequence timing chain at the next clock.
3. S full and Q full are cleared, enabling the data sequence to resume, and another compare to be initiated.

Last compare is detected by the condition (K1 exhaust and K2 exhaust) or (1st & last FF). When both K1 and K2 are exhausted for a normal compare, or 1st & last is set for a short compare, the next compare will be the last. If the result of the last comparison is an equal condition, the exit sequence will be enabled.

Comparison Unequal (CWEQ)

1. The character position register (CP) is enabled, so that a code pointing to the first unequal character (from left to right) can be stored.
2. Using the CP code, the unequal character from both S and Q is stored in TS and TQ, respectively.
3. The compare sequence will enable the exit or collate sequence. The sequence enabled will depend on the instruction type being executed.

TABLE 5-2-27. COMPARE/MOVE COMMAND TIMING

SEQUENCE: COMPARE

PAGE 1 OF 2

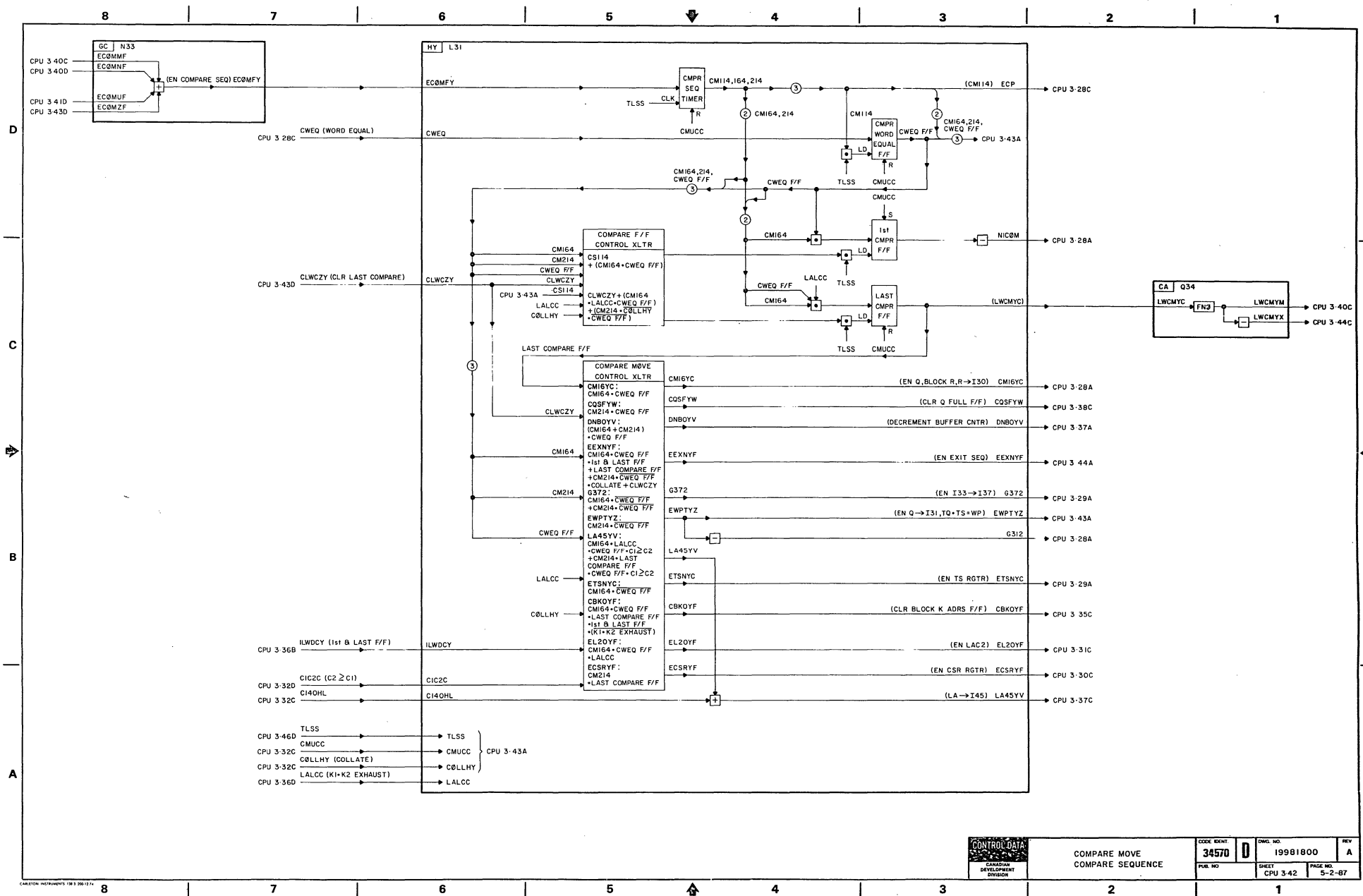
TIME	SIGNAL NAME	TEST POINT	P	COMMAND	CONDITION	COMMENTS
CM114	ECOMFY (3.42)	N33-10	F	ENABLE COMPARE SEQ	ECOMMF + ECOMNF + ECOMUF + ECOM2F	
	ECP (3.42)	L14-4	T	ENABLE CP RGTR		
CM164	CWEQ (3.42)	L31-4	T	ENABLE CWEQ FF	CWEQ	
	(3.42)					
	DNBOYV (3.42)	M27-13	F	SET 1ST COMPARE FF	CWEQ FF	
				DECREMENT BUFFER	CWEQ FF	
	(3.43)			CLR COLLATE IN	CWEQ FF	
	CM16YC (3.42)	N31-12	F	PROGRESS FF	CWEQ FF	
	CM16VC (3.42)	N31-12	F	BLOCK R RGTR OUTPUT	CWEQ FF	
	G470, G471 (3.40)			SELECT R → I30	CWEQ FF	
				SELECT CSR → I47		NORMALLY SELECTED
	CM16YC (3.42)	N31-12	F	ENABLE Q RGTR	CWEQ FF	
	CBKOYF (3.42)	N33-5	F	CLR BLOCK K ADRS FF	CWEQ FF . LAST COMPARE FF . 1ST & LAST FF . (K1 . K2 EXHAUST)	
	EEXNYF (3.42)			ENABLE EXIT SEQ	CWEQ FF . LAST COMPARE FF + 1ST & LAST FF	
	(3.42)			SET LAST COMPARE FF	CWEQ FF . (K1 . K2 EXHAUST)	
	G400, G401 (3.30)			SELECT I45 → I40		NORMALLY SELECTED
	LA45YV (3.42)			SELECT LA → I45	CWEQ FF . C1 > C2 . (K1 . K2 EXHAUST)	
	LA45YV (3.42)			SELECT LC → I45	CWEQ FF . C2 ≥ C1 . (K1 . K2 EXHAUST)	
	(3.43)			SET COLLATE IN	CWEQ FF . COLLATE	
	G312 (3.42)	L24-10	T	SELECT S → I31	CWEQ FF	
	G372 (3.42)	M19-10	F	SELECT I33 → I37	CWEQ FF	
	ETSNYC (3.42)	N14-9	F	ENABLE TS RGTR	CWEQ FF	

TABLE 5-2-27. COMPARE/MOVE COMMAND TIMING

SEQUENCE: COMPARE (cont.)

PAGE 2 OF 2

TIME	SIGNAL NAME	TEST POINT	P	COMMAND	CONDITION	COMMENTS
CM214				ENABLE CM214	CM164	
	DNBOYV (3.42)	M27-13	F	DECREMENT BUFFER COUNTER	CWEQ FF	
	CQFSYW (3.42)	M30-7	F	CLR S FULL FF	CWEQ FF	
	CQFSYW (3.42)	M30-7	F	CLR Q FULL FF	CWEQ FF	
	G312 (3.42)	L24-10	F	SELECT Q → I31	CWEQ FF	
	G372 (3.42)	M19-10	F	SELECT I33 → I37	CWEQ FF	
	G312 (3.42)	L24-10	F	ENABLE TQ RGTR	CWEQ FF	
	EPWTYZ (3.42)	L27-2	T	ENABLE TS = WP FF	CWEQ FF	
	(3.43)			ENABLE COLLATE CS114	CWEQ FF . COLLATE	
	EEXNYF (3.42)			ENABLE EXIT SEQUENCE	CWEQ FF . COLLATE	
				CLR LAST COMPARE FF	CWEQ FF . COLLATE	
	LA45YV (3.42)			SELECT LA → I45	CWEQ FF . LAST COMPARE FF . C1 > C2	
	G400, G401 (3.30)			SELECT I45 → I40		
	ECSRYF (3.42)			ENABLE CSR RGTR	LAST COMPARE FF	
	LA45YV (3.42)			SELECT LC → I45	CWEQ FF . LAST COMPARE FF . C2 ≥ C1	
						NORMALLY SELECTED



DETAILED PAK DIAGRAM (CPU 3.43)

COLLATE SEQUENCE

The collate sequence is enabled from the compare sequence if a compare word unequal is detected during a 466 instruction.

The collate sequence can be divided into two sections, where timing chain sequences CS114, CS164 and CS214 form collate I, and CS264 forms collate II. (Refer to figure 5-2-42.)

COLLATE I

Timing chain sequences CS114 and CS164 are enabled by compare word unequal (CWEQ) from the compare sequence, CM214. The remaining timing chain FF, CS214 is set by require address FF.

Three control FFs are conditioned by CS114 and CS164. They are: address 2, data 2 and require address.

The require address FF allows the address sequence to be enabled by enabling CS214. During CS214, the block K address FF is reset.

The address 2 FF indicates that two passes through the address sequence must be performed, since both collate characters are located in different words.

The data 2 FF indicates that two passes are required through data sequence D164. With address 2 set, each pass occurs after data ready; with address 2 reset, both passes occur consecutively after the first data ready.

The table at right shows the possible equality detection combinations: the resultant settings of the three control FFs, the number of address requests, the passes through D164, and the final code stored in WP.

CS214

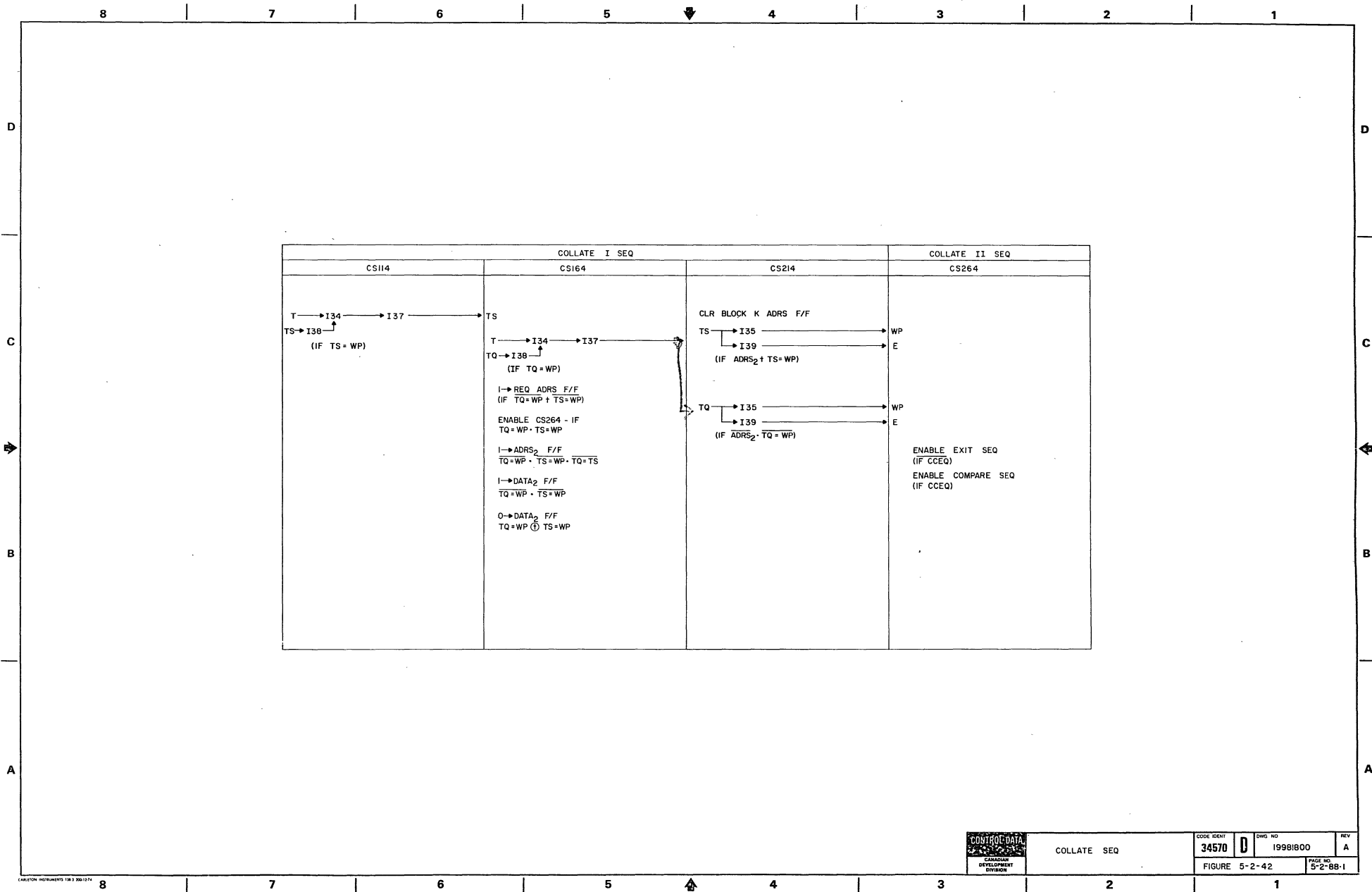
CS214 is enabled by the require address FF set during CS164. At CS214, the block K address FF is cleared, and the A0 address FF is set. A0 address conditions the address sequence to transmit a collate table address. The upper three bits (3-5) of TS or TQ, which selects one of the eight possible collate table words, are stored in E and WP. During the address sequence, the collate table address from the A0 register is added to the select code in E to formulate the table word address.

COLLATE II CS264

Collate II is enabled from the data sequence when both collate characters have been loaded into TS and TQ.

If both collate characters are equal, the collate character equal signal (CCEQ) is generated to enable the compare sequence; otherwise the exit sequence is enabled.

Equality Detection FFs			Collate I Control FFs			Final WP	Pass in D164	No. Adrs Requests
TQ-TS	TQ-WP	TS-WP	ADRS2	DATA2	REQ ADRS			
-	1	1	0	0	0	No change	None	None
0	0	0	1	1	1	TQ	2 passes per Data Ready	2
1	0	0	0	1	1	TQ	2 passes for Data Ready	1
-	0	1	0	0	1	TQ	1 pass for Data Ready	1
-	1	0	0	0	1	TS	1 pass for Data Ready	1



COLLATE SEQ

CODE IDENT	34570	D	DWG. NO	1998/800	REV	A
FIGURE 5-2-42					PAGE NO	5-2-88-1



* NOTE: THIS EXAMPLE ASSUMES INDICATED CHARACTER OF K1 AND K2 TO BE UNEQUAL
UNEQUAL CHARACTER OF K1 = 63₈
UNEQUAL CHARACTER OF K2 = 318

COLLATE TABLE

	0	1	2	3	4	5	6	7
A0								
A3		37						
A6				37				

INSTRUCTION DECODE SEQ

LA → LF
C1 → LE

START SEQ

LE + LF → LA = 10₈ (L + C1)
C1 - C2 → SCR = 1 SCR → SK 1
0 CSR
SCR → PW = 1
LC + C2 → LC = 7₈

ADDRESS SEQ

K1 { 1st AD RS K1 + RA → F → AD RS XMIT DT + 1 = 1
LA - LE (10₈ - 12₈ = EXHAUST) BF + 1 = 1
→ SET K1 EXHAUST
→ LAC1 = 10₈

K1 { 2nd AD RS K2 + RA → F → AD RS XMIT DT + 1 = 2
LC - LE (7₈ - 12₈ = EXHAUST) BF + 1 = 2
→ SET K2 EXHAUST, SET BLOCK K AD RS
SET 1st & LAST F/F
LAC1 → LAC2 = 10₈

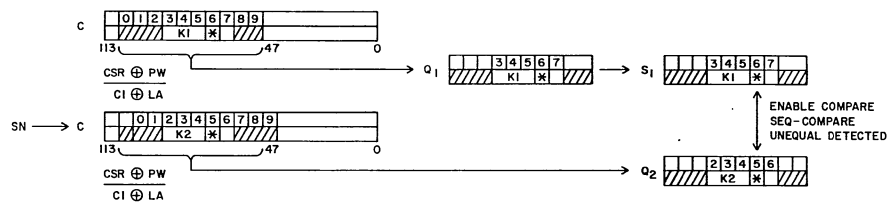
A0 AD RS (A0 → F + E) → F + RA → AD RS XMIT
CLR A0 AD RS F/F
SET BLOCK K AD RS
CLR A2 AD RS F/F

COMPARE - COLLATE

L = 5₈
C1 = 3
C2 = 2

EXAMPLE #1

C1 ≥ C2
SHORT COMPARE



DATA SEQ - ONE WORD

C1 ≥ C2 TOGGLE K1 → CR9 → H → C CSR ⊕ PW C1 ⊕ LA Q1 → S1

COMPARE SEQ

SET COLLATE IN PROGRESS
UNEQUAL CHARACTER POSITION → CP RGTR = 6₈
SELECT UNEQUAL CHARACTER FROM S → TS RGTR = 63₈
SELECT UNEQUAL CHARACTER FROM Q → TQ RGTR = 318

COLLATE SEQ CS114, CS164, CS214

TS = WP, TQ = WP, TQ = TS
SET DATA2 F/F (TQ = WP, TS = WP)
SET AD RS2 F/F (TQ = WP, TS = WP, TQ = TS)
SET REQUIRE AD RS F/F (TQ = WP, TS = WP)
CLR 1st COMPARE F/F
CLR BLOCK K AD RS F/F
SET A0 AD RS F/F

RTS 3-5 → WP
E RGTR (6₈)

DATA SEQ

COLLATE IN PROGRESS DT = 0 CR9 → T → I34 → I37 → TQ (37₈)
TS 0-2 CLR DATA2 F/F CLR T FULL F/F (TQ = TS)

COLLATE SEQ CS214 (REQUIRE AD RS F/F - BLOCK K AD RS)

CLR BLOCK K AD RS F/F
SET A0 AD RS F/F
CLR REQUIRE AD RS F/F (AD RS2 F/F)
RTQ 3-5 → WP
E RGTR (3₈)

AD RS SEQ WILL START WITH TQ CONTENT IN E RGTR

DATA SEQ

COLLATE IN PROGRESS DT = 0 CR9 → T → I34 → I37 → TQ (37₈)
TQ 0-2 CLR T FULL F/F ENABLE COLLATE CS264

COLLATE SEQ CS264

TS = TQ ENABLE COMPARE SEQ (IF TS = TQ, ENABLE EXIT SEQ)

COMPARE SEQ

CP RGTR + 1 → CP RGTR = 7₈ (ALLOW COMPARE S AND Q CHARACTERS 7, 8, 9)
ASSUMING REMAINING CHARACTERS
COMPARE EQUAL → ENABLE EXIT SEQ
SET LAST COMPARE F/F

EXIT SEQ

0 → C RGTR
C → X0 RGTR

TABLE 5-2-28. COMPARE/MOVE COMMAND TIMING

SEQUENCE: COMPARE COLLATE

PAGE 1 OF 2

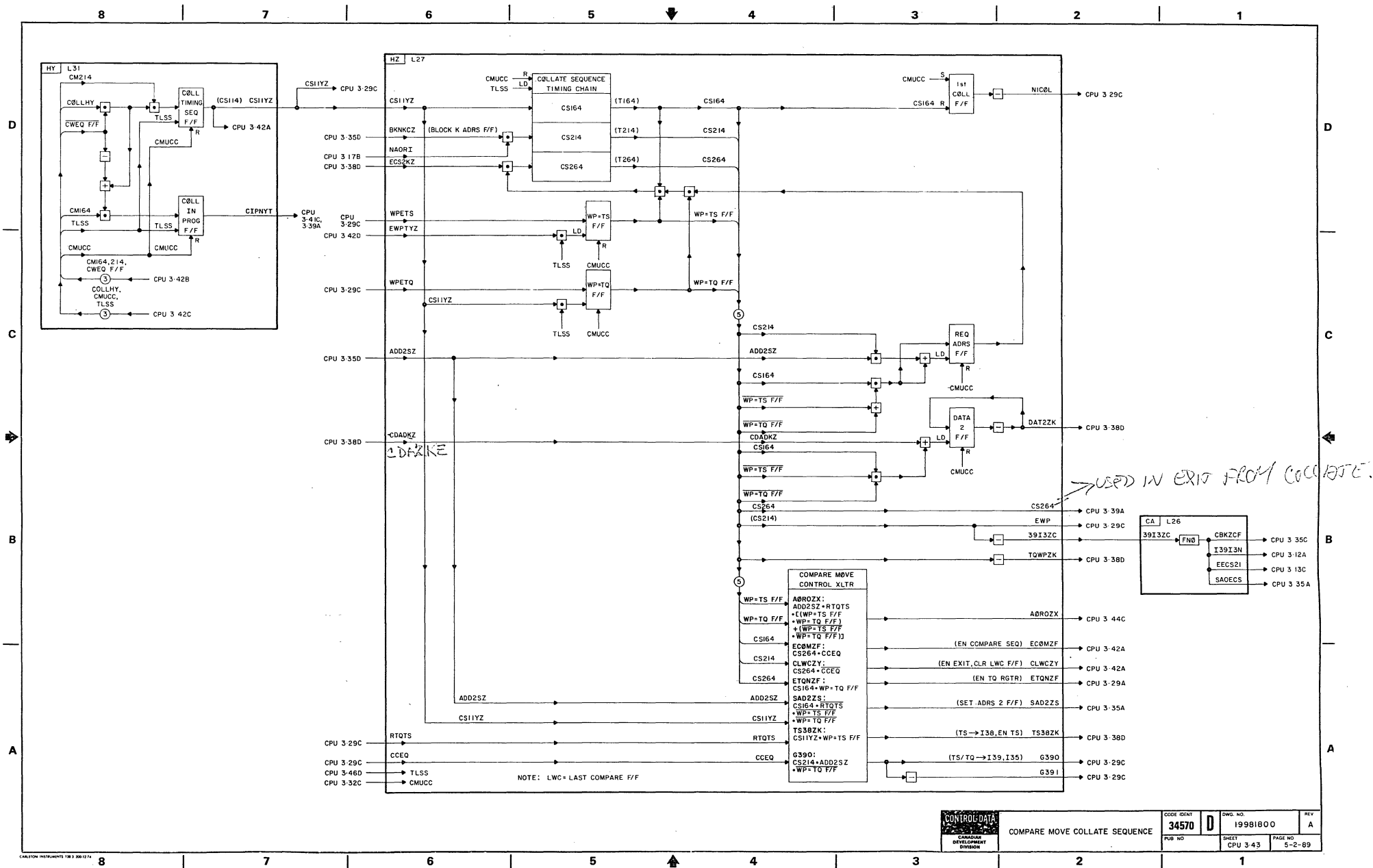
TIME	SIGNAL NAME	TEST POINT	P	COMMAND	CONDITION	COMMENTS
CS114	(3.42)			SET CS114	ENABLE COLLATE - (CM214 . CWEQ FF . COLLATE)	
	(3.29)			CLR 1ST COMPARE FF		
	(3.43)			ENABLE TQ = 7S FF		
	TS38ZK (3.43)	M31-1	F	ENABLE TQ = WP FF	TS = WP FF	
CS164	G372 (3.42)	M19-10	T	SELECT TS → I38		
	TS38ZK (3.43)	M31-1	F	SELECT I34 → I37		
				ENABLE TS RGTR	TS = WP FF	
				SET CS164	CS114	
	TS38ZK (3.43)	M31-1	T	SELECT TQ → I38		
	G372 (3.42)	M19-10	T	SELECT I34 → I37		
	ETQNZF (3.43)	L25-2	F	ENABLE TQ RGTR	TQ = WP FF	
	(3.43)			CLR 1ST COLLATE FF		
	(3.43)			ENABLE CS264	TQ = WP FF . TS = WP FF	
	SAD2ZS (3.43)	N28-11	F	SET DATA 2 FF	TQ = WP FF . TS = WP FF	
				SET ADRS 2 FF	TQ = WP FF . TS = WP FF . TQ = TS	
				CLR ADRS 2 FF	TQ = WP FF . TS = WP FF + TQ = WP FF . TS = WP FF	
				CLR DATA 2 FF	TQ = WP FF . TS = WP FF + TQ = WP FF . TS = WP FF	
				SET REQUIRE ADRS FF	TQ = WP FF + TS = WP FF	

TABLE 5-2-28. COMPARE/MOVE COMMAND TIMING

SEQUENCE: COMPARE COLLATE (cont.)

PAGE 2 OF 2

TIME	SIGNAL NAME	TEST POINT	P	COMMAND	CONDITION	COMMENTS
CS214				ENABLE CS214	REQUIRE ADRS FF . BLOCK K ADRS FF . AORI	ADD2SZ (2,34)
	39I3ZC (3.43)	L26-8	F	CLR BLOCK K ADRS FF		
	39I3ZC (3.43)	L26-8	F	SELECT I39 → I3		
	EPW (3.43)	L22-12	T	ENABLE WP RGTR		
	39I3ZC (3.43)	L26-8	F	ENABLE E RGTR		
	39I3ZC (3.43)	L26-8	F	SET AoADRS FF		
	39I3ZC (3.43)	L26-8	F	CLR REQUIRE ADRS FF	ADRS ₂ FF	
	G390 . G391 (3.43)	L23-10 L23-8	F T	SELECT TS → I39	ADRS ₂ FF + TS.WP	
	G391	L23-10	T	TS → I35		
	G390 . G391 (3.43)	L23-10 L23-8 L23-10	T F F	SELECT TQ → I39 TQ → I35	ADRS ₂ FF . TQ = WP	
CS264				ENABLE CS264	ECS2KZ	FROM DATA SEQ
	ECOMZF(3.43)			ENABLE COMPARE	OCEQ	
	CLWCZY(3.43)	L31-6	F	ENABLE EXIT	CCEQ	
	CLWCZY(3.43)	L31-6	F	CLR LAST COMPARE FF	CCEQ	



DETAILED PAK DIAGRAM (CPU 3.44)

EXIT SEQUENCE

The exit sequence is enabled at the conclusion of a move or compare instruction.

MOVE INSTRUCTION

The enable exit signal (EEXNVF) is generated when: K1 and K2 are exhausted, the enable exit FF is set, and a write accept is received for the last K2 word. EEXNVF enables exit sequence E114. For a move, E114 will clear the C register only. Timing chain sequences E164 and E214 are skipped; E264 is enabled next. (Refer to figure 5-2-44.)

During E264, the contents of C, containing zero, are transferred into X0. The CMU exit signal (EMCEXH) is generated to enable the RNI sequence.

COMPARE INSTRUCTION

The enable exit signal (EEXNYF) is generated by the compare or collate sequences. A compare instruction (467) will generate enable exit if an unequal compare occurs before the last compare. It will also generate enable exit if the last compare is equal. However, the last compare FF will be set, indicating equally on the last compare.

A compare collate instruction (466) will generate enable exit if an unequal compare occurs after the appropriate collate characters are read and compared.

EXIT - COMPARE EQUAL

The normal exit for a compare equal is identical to the exit performed for a move.

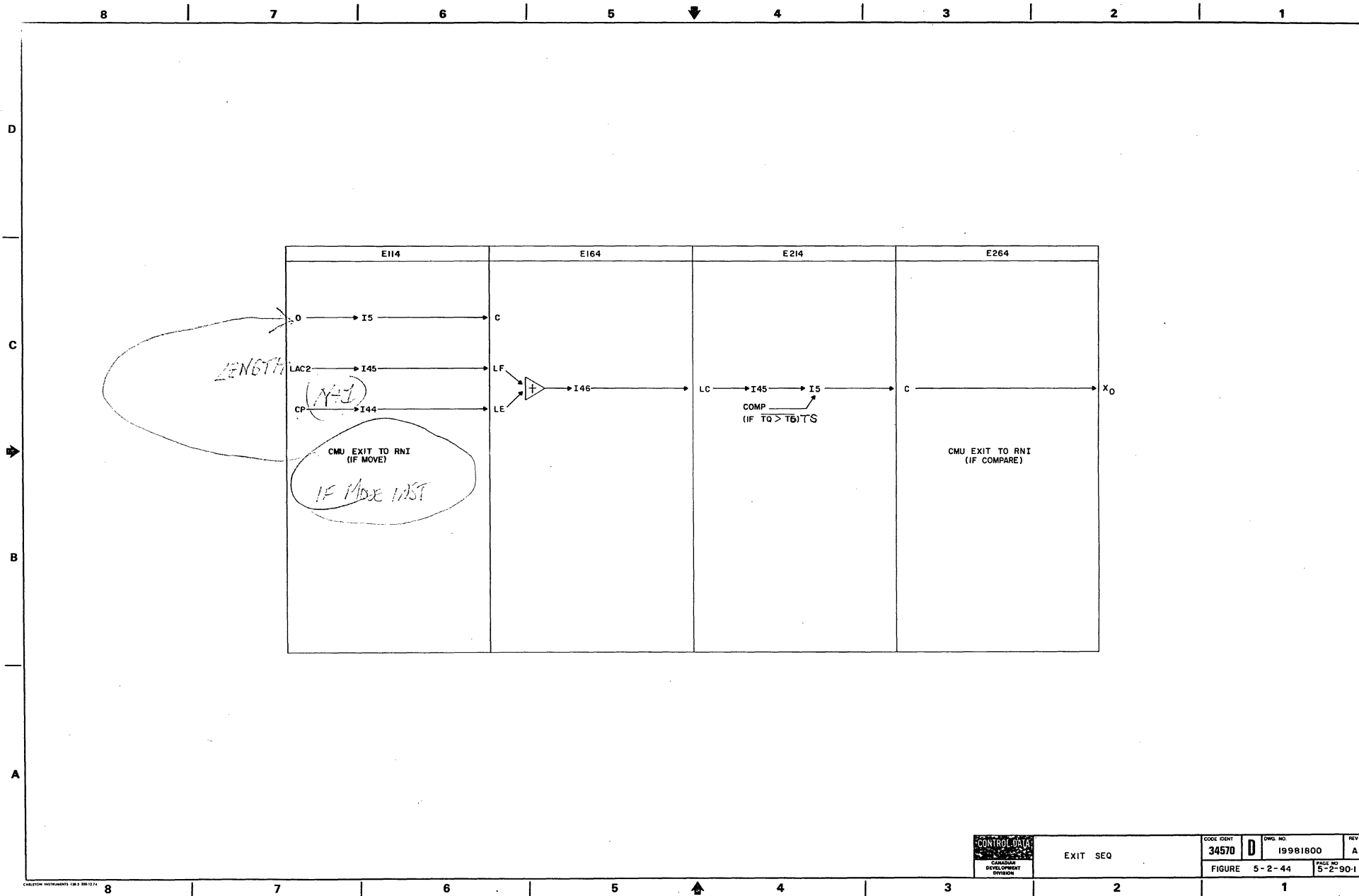
EXIT - COMPARE UNEQUAL

The exit sequence for compare unequal is used to calculate the number of characters that were not compared as the result of the unequal condition, and whether K1 is greater or less than K2. The remaining count is contained in the LAC2 register. The character position code in the CP register is subtracted from the remaining count to produce a count equal to the number of characters that have not been compared +1. The count is transferred from LC via I5 into the C register.

If $Q < S$, the C register is complemented via the I5 complement control logic. The complement of C indicates that $K1 > K2$.

If $Q > S$, the C register is not complemented. This indicates $K2 > K1$.

At E264, the count value stored in the C register is transferred into X0. The CMU exit signal (EMCEXH) is generated to enable the RNI sequence.



CONTROL DATA
CANADIAN
DEVELOPMENT
DIVISION

EXIT SEQ

CODE IDENT	D	DWG. NO.	19961800	REV	A
FIGURE	5-2-44	PAGE NO	5-2-90-1		

TABLE 5-2-29. COMPARE/MOVE COMMAND TIMING

SEQUENCE: EXIT

TIME	SIGNAL NAME	TEST POINT	P	COMMAND	CONDITION	COMMENTS
E114	EEX0FX (3. 44)	L34-7	T	ENABLE EXIT	EEXNVF + EEXNYF	
	ECE214 (3. 44)			SELECT 0 → I5 ENABLE C RGTR ENABLE E264	MOVE + COMPARE. LAST COMPARE FF MOVE + COMPARE. LAST COMPARE FF COMPARE. LAST COMPARE FF	
	L245XC (3. 31)	M33-10	T	SELECT LAC2 → I45	COMPARE. LAST COMPARE FF	
	G440 (3. 44)	N24-8	T	SELECT CP → I44	COMPARE. LAST COMPARE FF	
	L245XC (3. 44)	M33-10	F	ENABLE LE RGTR ENABLE E164	COMPARE. LAST COMPARE FF COMPARE. LAST COMPARE FF	
E164	G462 (3. 31)			SELECT L ADDER → I46		
	ELC0XF (3. 44)			ENABLE LC RGTR ENABLE E214		
E214	L245XC (3. 46)	M33-10	T	SELECT LC → I45		
	I45I5X (3. 44)			SELECT I45 → I5		
	ECE214 (3. 44)			ENABLE C RGTR		
	(3. 44)			SET EXIT DELAY FF		
	S0OMI5 (3. 44)			SELECT COMP I5	TQ > TS	TQ > TS = QGS
E264				ENABLE EXIT 264	(EXIT DELAY FF. DT=0 + E114. COMPARE . LAST COMPARE FF + E114. MOVE + 0TOXH)	
	EXE264 (3. 44)			SELECT X0 RGTR	BLOCK AOR FF	
	EMCEXH (3. 44)	L33-7	T	ENABLE CMU EXIT		
	EMCEXH (3. 44)	L33-7	T	ENABLE CMU MASTER CLR		

8 7 6 5 4 3 2 1

D

D

C

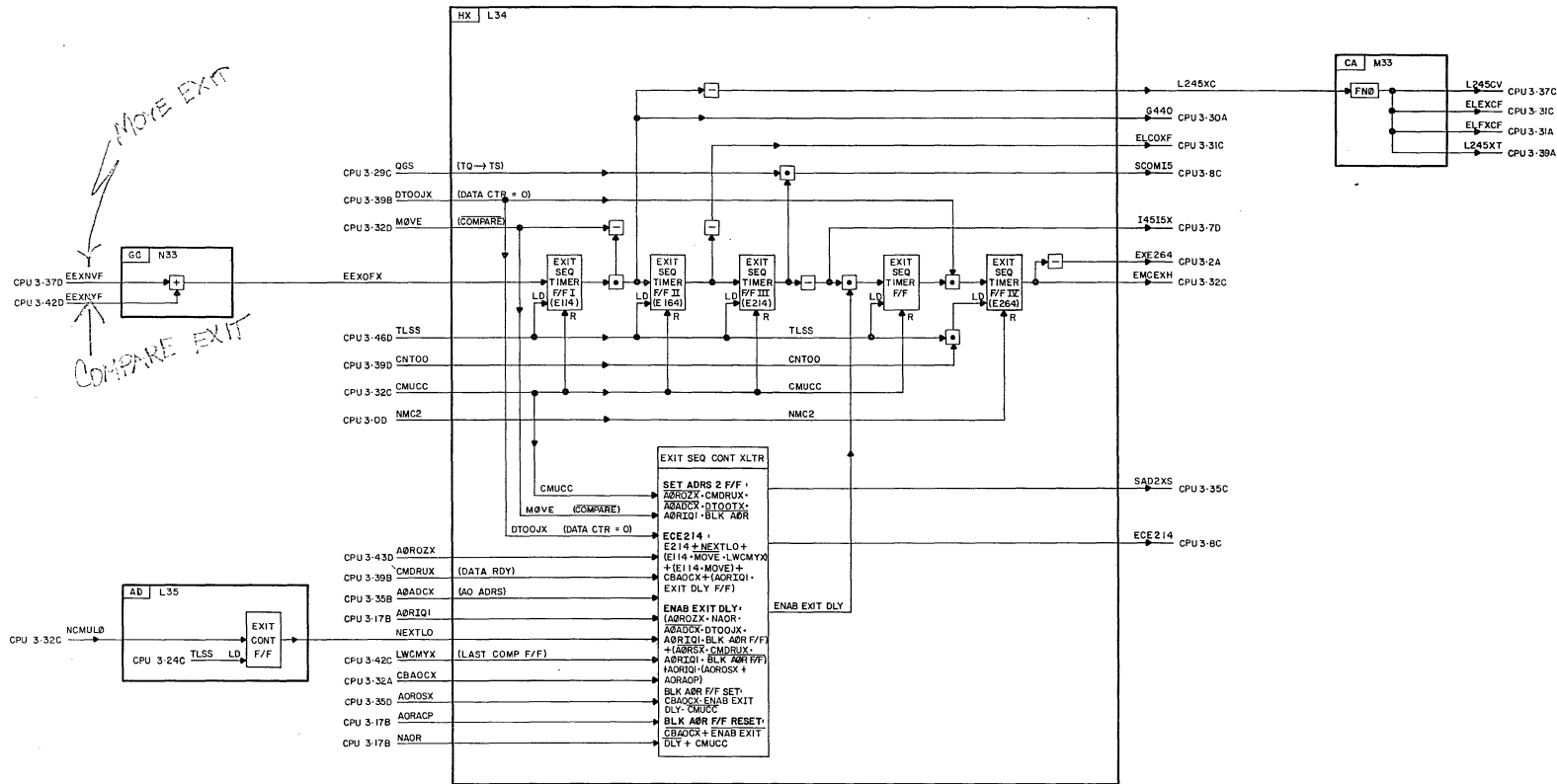
C

B

B

A

A



COMPARE MOVE
EXIT SEQUENCE

CODE IDENT.	34570	DRWG. NO.	19981800	REV	K
SHEET	CPU 3-44	PAGE NO.	5-2-91		

DETAILED PAK DIAGRAM (CPU 3.45)

INVERTER I7 PARITY GENERATOR OUTPUT XMITTERS

There are five sets of transmitters that allow the CPU to communicate with other units in the system.

P TRANSMITTERS - 2 SETS

The current contents of the CPU P register are continually transmitted to the two PPS chassis. This output also includes a parity bit and the condition of the run FF. The PPS can use these signals to determine abnormal CPU operation.

ECS TRANSMITTERS

The ECS coupler receives the starting address and word count from the CPU during execution of an ECS instruction. An odd parity bit (COXPAR) accompanies the transmissions. The request (COREQ) is sent to establish the start of an ECS sequence. The write signal (COWRT) will be sent with the address if a data transfer from CM to ECS is to occur. Start transfer (COSTXF) will be sent if no AOR conditions inhibit the data transfer.

CM ADDRESS TRANSMITTERS

The sequences accessing memory develop the gating for loading F into the address transmitters. The request (MEMREQ) will accompany the address if no range error exists.

Parity for the address is developed as ADDPAR; however, this signal can be forced to zero by an input from the status and control register. An RNI tag accompanies requests for instructions. This is used in the CMC breakpoint test. Two control signals related to exchange jump are transmitted independently. The request exchange (CPOXRQ) signals CMC when the CPU executes a 013 instruction or an error exit exchange jump is to be made. OK exchange (CPOKX) is a response to an exchange request sent to the CPU by CMC.

CM DATA TRANSMITTERS

The contents of the hold register (HR) are clocked to the data transmitters continually. A single parity bit (ODTPAR) is developed to accompany data transmission. This parity can be forced to zero by the status and control register. A write signal (DWRITE) will be developed by the sequences when the data transmitters contain useful data. This signal will be transmitted to CMC as an indicator of a CM write operation.

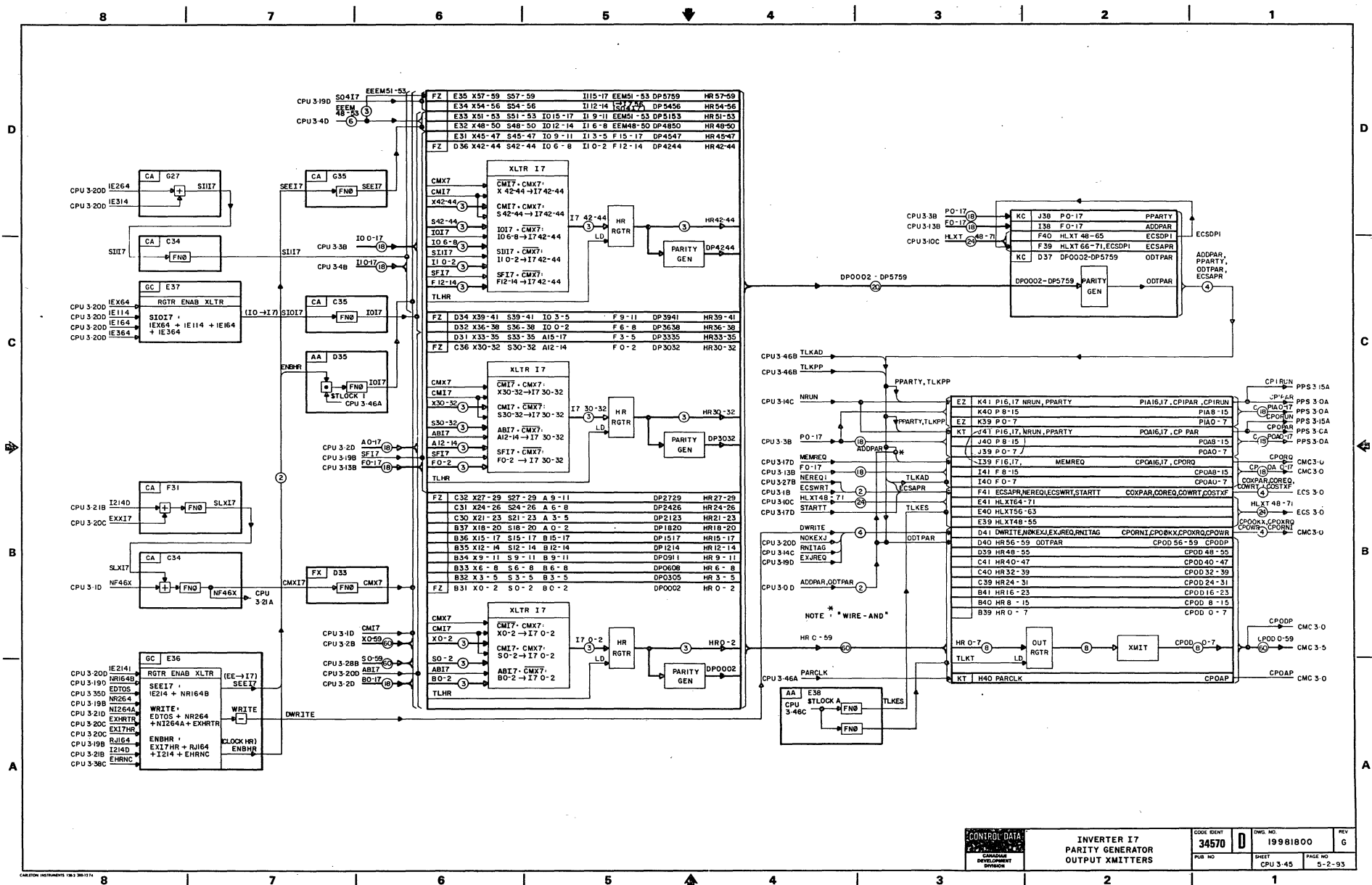
I7 AND HOLD REGISTER

All data to be transmitted to memory is formatted in I7 and placed in the hold register. Clocking of the HR is conditioned by the sequences which store data. These sequences develop the enable HR (ENBHR) signal and the various I7 input paths. The following table illustrates the contents of HR for each sequence.

TABLE 5-2-30. CPU 3.45 KEY TEST POINTS

BIT NO.	FZ							KT	
	PAK LOC.	X (IN)	S (IN)	PAK LOC.	F (IN)	PAK LOC.	I1 (IN)	PAK LOC.	CPOD (OUT)
00	B31		12	C36		D36		B39	07
01	B31	14		C36		D36	07	B39	06
02	B31		09	C36	02	D36		B39	03
03	B32		12	D31		E31		B39	05
04	B32	14		D31		E31	07	B39	09
05	B32		09	D31	02	E31		B39	11
06	B33		12	D32		E32		B39	10
07	B33	14		D32		E32	07	B39	08
08	B33		09	D32	02	E32		B40	07
09	B34		12	D34		E33		B40	06
10	B34	14		D34		E33	07	B40	03
11	B34		09	D34	02	E33		B40	05
12	B35		12	D36		E34		B40	09
13	B35	14		D36		E34	07	B40	11
14	B35		09	D36	02	E34		B40	10
15	B36		12	E31		E35		B40	08
16	B36	14		E31		E35	07	B41	07
17	B36		09	E31	02	E35		B41	06
18	B37		12					B41	03
19	B37	14						B41	05
20	B37		09					B41	09
21	C30		12					B41	11
22	C30	14						B41	10
23	C30		09					B41	08
24	C31		12					C39	07
25	C31	14						C39	06
26	C31		09					C39	03
27	C32		12					C39	05
28	C32	14						C39	09
29	C32		09					C39	11
30	C36		12					C39	10

BIT NO.	FZ							KT	
	PAK LOC.	X (IN)	S (IN)	PAK LOC.	F (IN)	PAK LOC.	I1 (IN)	PAK LOC.	CPOD (OUT)
31	C36	14						C39	08
32	C36		09					C40	07
33	D31		12					C40	06
34	D31	14						C40	03
35	D31		09					C40	05
36	D32		12					C40	09
37	D32	14						C40	11
38	D32		09					C40	10
39	D34		12					C40	08
40	D34	14						C41	07
41	D34		09					C41	06
42	D36		12					C41	03
43	D36	14						C41	05
44	D36		09					C41	09
45	E31		12					C41	11
46	E31	14						C41	10
47	E31		09					C41	08
48	E32		12					D39	07
49	E32	14						D39	06
50	E32		09					D39	03
51	E33		12					D39	05
52	E33	14						D39	09
53	E33		09					D39	11
54	E34		12					D39	10
55	E34	14						D39	08
56	E34		09					D40	07
57	E35		12					D40	06
58	E35	14						D40	03
59	E35		09					D40	05



DETAILED PAK DIAGRAM (CPU 3.46)

CLOCK DISTRIBUTION

AA107-A and AD103-A

Phase 1 and phase 3 clocks are received from the master clock fanout in CMC. These signals are 50 ns apart and each has a period of 100 ns. The AB modules OR these two clocks together to produce a pulse every 50 ns. These pulses are shaped and fanned out by the AA modules to produce a CPU clock of 12 ns pulses every 50 ns.

The three AB modules are aligned to produce their outputs at identical (± 1 ns) times. However, the wires leading to and from the clock fanout modules (AA) are of various lengths. This causes the clocks at the destination location to be at varying times in relation to each other. Each wire length is chosen to ensure that the most reliable transfer of signals between modules occurs.

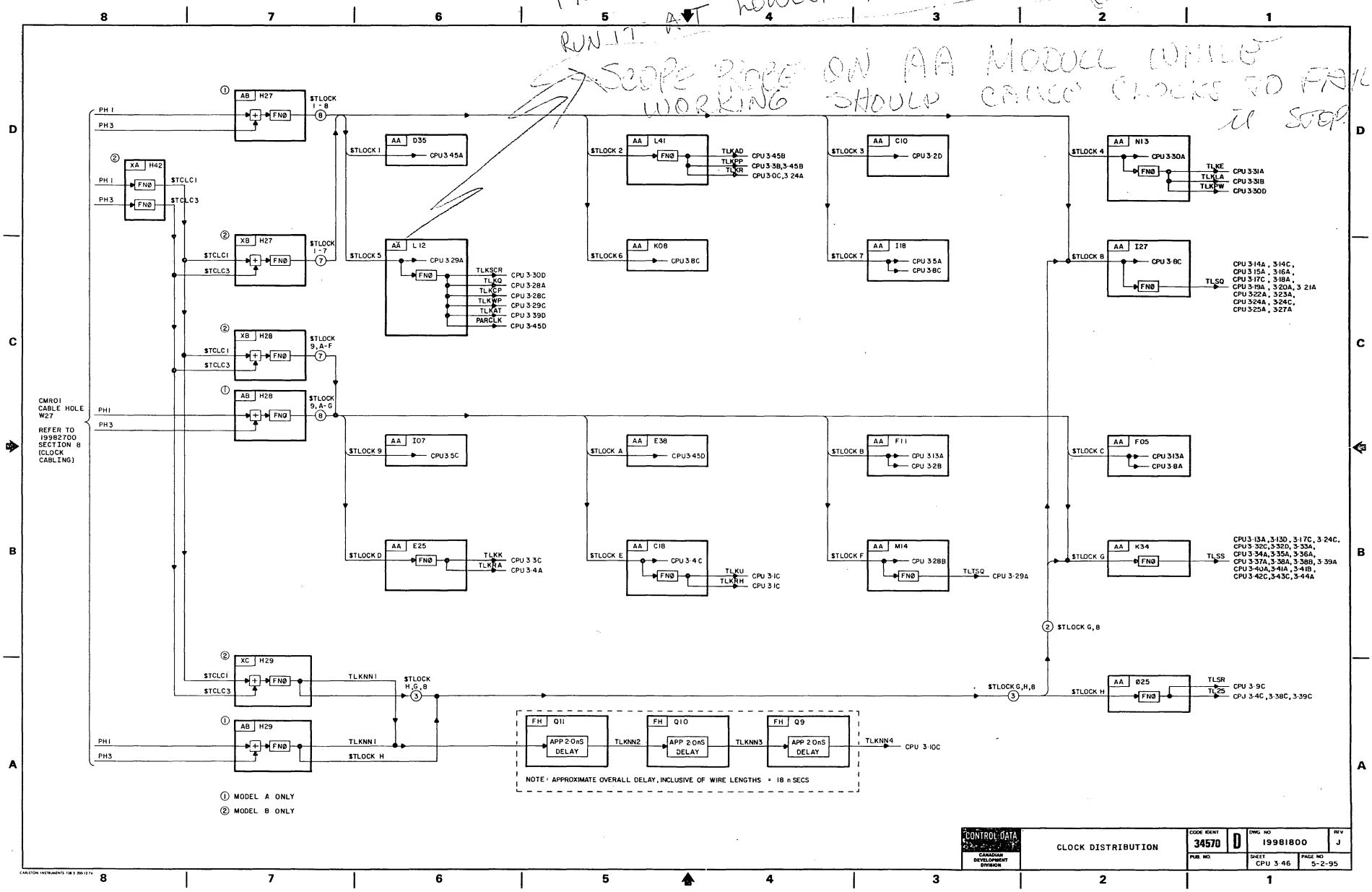
TL25 pulses occur midway between the normal CPU clocks due to a wired inversion of the \$TLOCKH signal.

AA131-B and AD105-B

The general description above is applicable except that the phase 1 and phase 3 clocks are received as differential inputs to an XA module and then fanned out to three XC modules which replace the AB modules described.

HOW TO TROUBLESHOOT LOWEST MARGIN AND MARGINAL CLOCK FRINGE

SCOPE PROBE ON AA MODUL WHILE WORKING SHOULD CAUSE CLOCKS TO FAIL. IN STOP



SECTION 6

MAINTENANCE

SECTION 7

PARTS DATA

SECTION 8

WIRE LISTS

Information for these sections is included in separate manuals. Refer to the system publication index at the front of this manual for publication numbers.

APPENDIX A

GLOSSARY

(To be supplied later)

COMMENT SHEET

MANUAL TITLE CDC CYBER 170 Models 172/173/174
Central Processor Unit Hardware Maintenance Manual

PUBLICATION NO. 19981800 REVISION L

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BUSINESS
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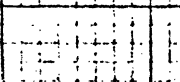
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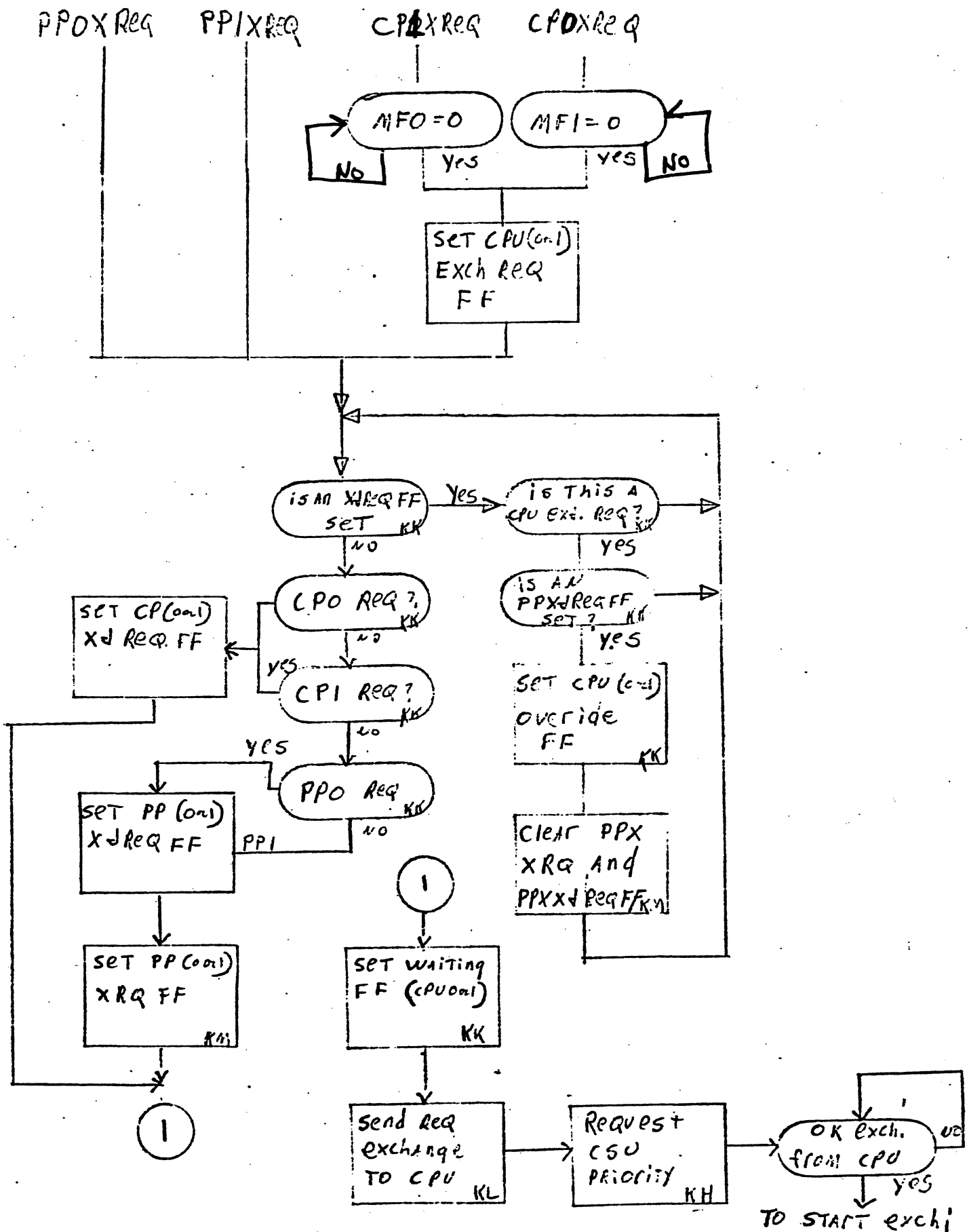
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Exchange jump Priority



DESCRIPTION

The single CRT CC545 display replaced the dual CRT DD60 or CC538. The data and unblank signals for A, B, C, D, etc. display is always coming over to the display from the controller. However, the data is only looked at when the switch is in the desired position.

The system software controls the display refresh rate. The system alternates i.e. 10 M sec of data for left page and 10 M sec data for right page. The system software tries to maintain 20 M sec of data for a flicker-free display. When running SMM, turn the intensity down because the diagnostics are not controlling the refresh.

PRESENTATION SWITCH

Left or Right displays an 8 x 8 inch picture. Gates the unblank for the left or right page of data, deflection unchanged.

Center position enables left and right page of data to be displayed and unblanked simultaneously with a screen size of 8 x 12 inches.

Unblank The Presentation Switch in the center position (dual display) +20 VDC is on contact 'M'. This 20 VDC energizes relay K1 on the 4DLD PC board in C12 closing contacts enabling the unblank left, right of the 4AMD in C22 and C23.

Position This +20VDC also energizes K2 on the 4DLD in C12. When
Yoke Screen Select (left or right) page is recieved, this produces a +5 volt output from pin 5 of the 002-3 in B02. The +5VDC goes through the closed contacts of K2 to the 4DMD in A14, + X position. This enables maximum range of D/A and deflection from center of CRT. The +20VDC also energizes K3 on the 4DLD in C12 for -X position.

Symbol The +20 VDC on contact "M" also energizes K1 on the 4DND
Yoke deflection summing amplifiers in A16 (-X position) and A13 (+ X position). The contacts closing parallels two resistors reducing the symbol deflection output by 25%. The K1 relay on the 4DND energizes K4 and K5 on the 4DLD in C12. This reduces the output of the 5AHD "X" symbol deflection by 25%.

The reduction of 25% is:

	"Y"	"X" Position	
Left	8 in x	8 in	} together = 8 x 16 -25% = 8 in x 12 in
Right	8 in x	8 in	
Center Pos.	8 in x	12 in	

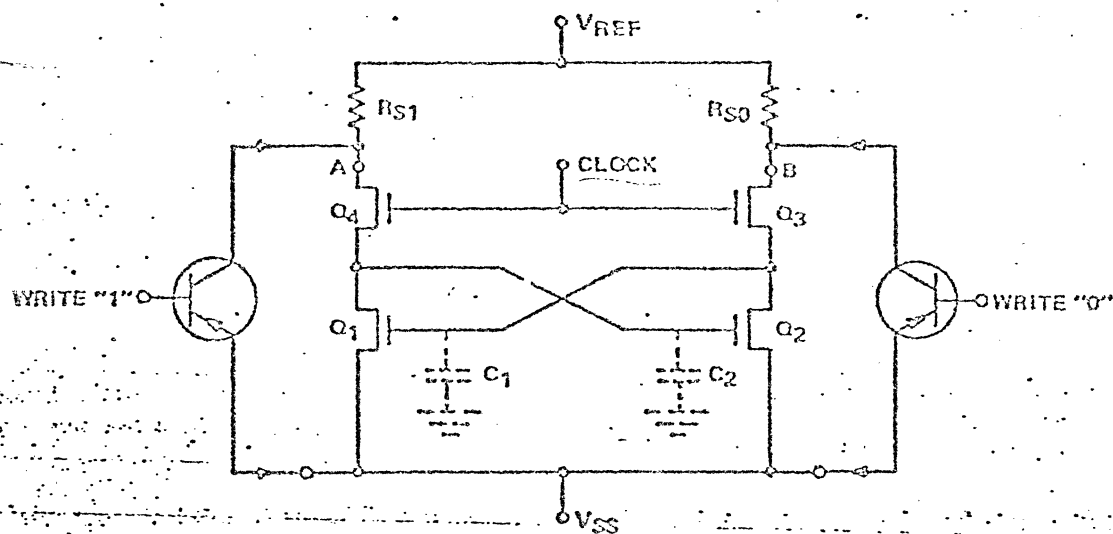


FIGURE 1. MEMORY CELL

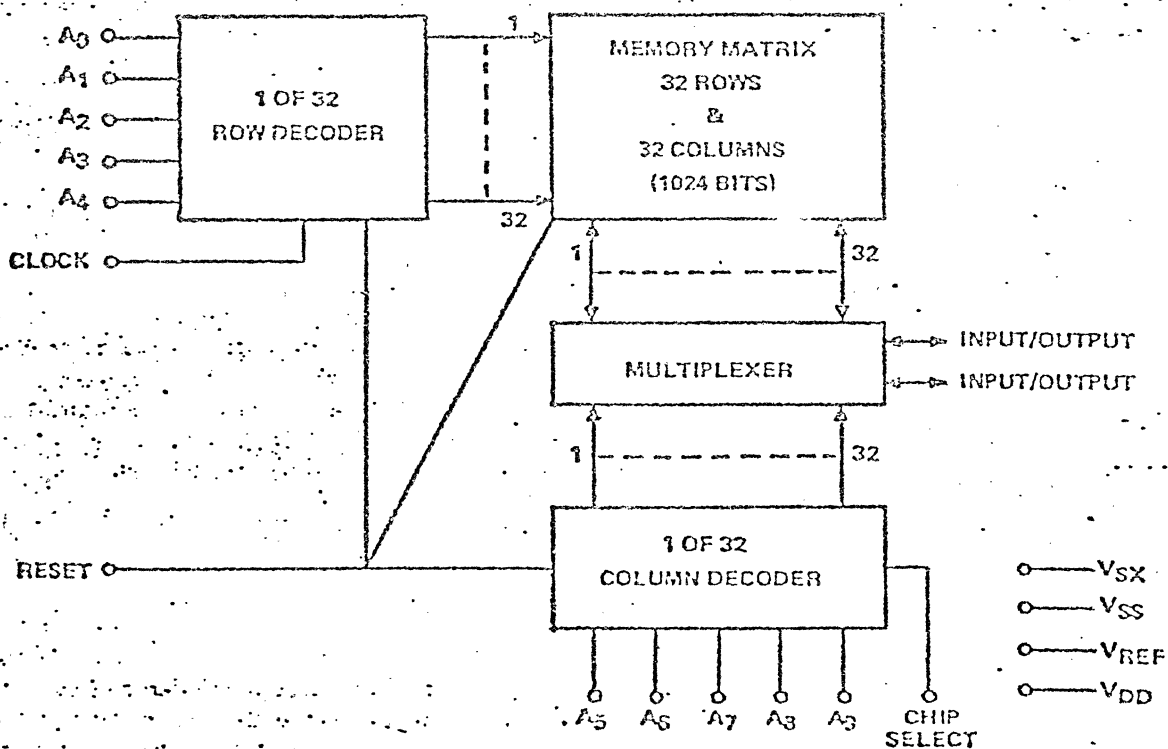
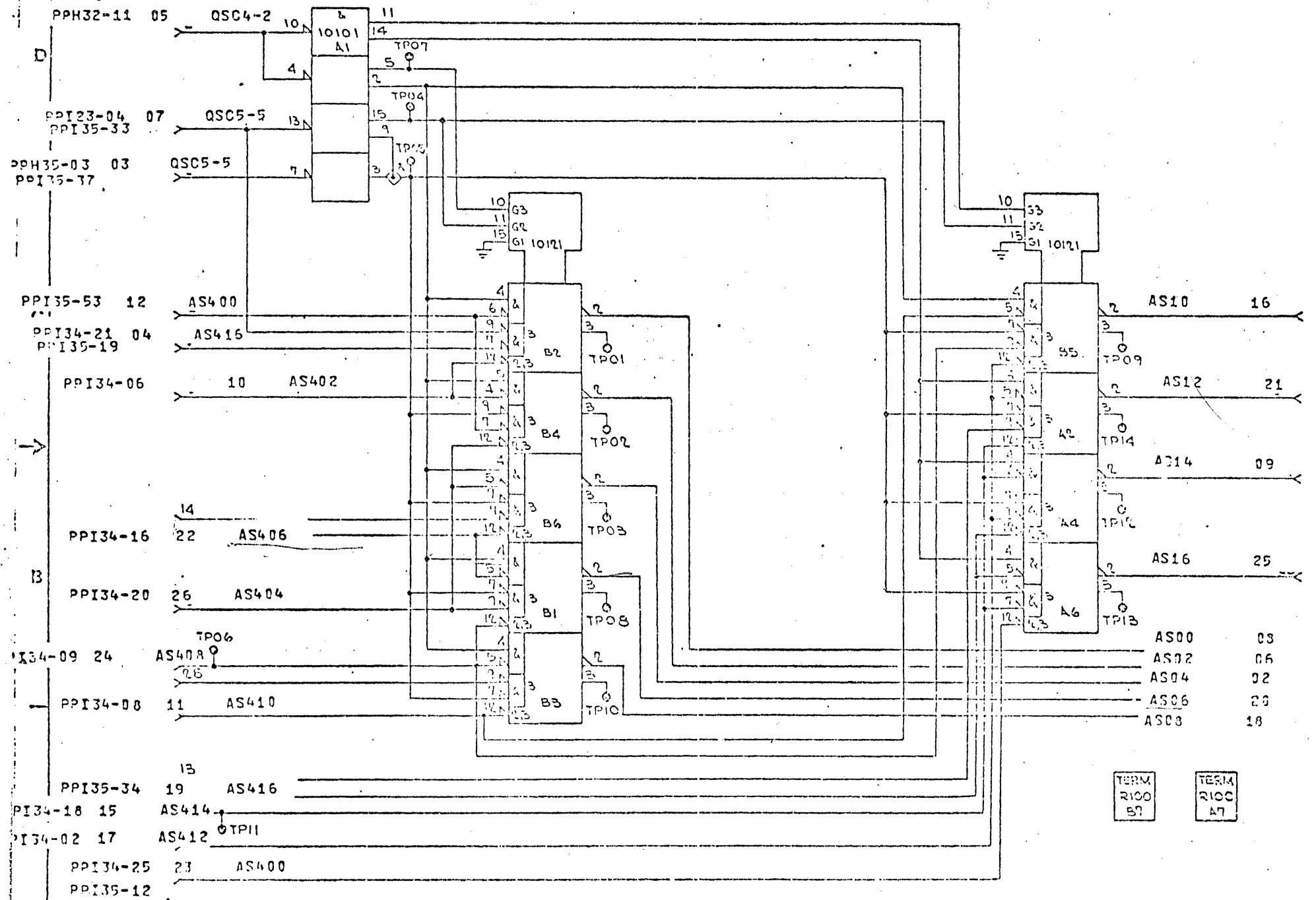
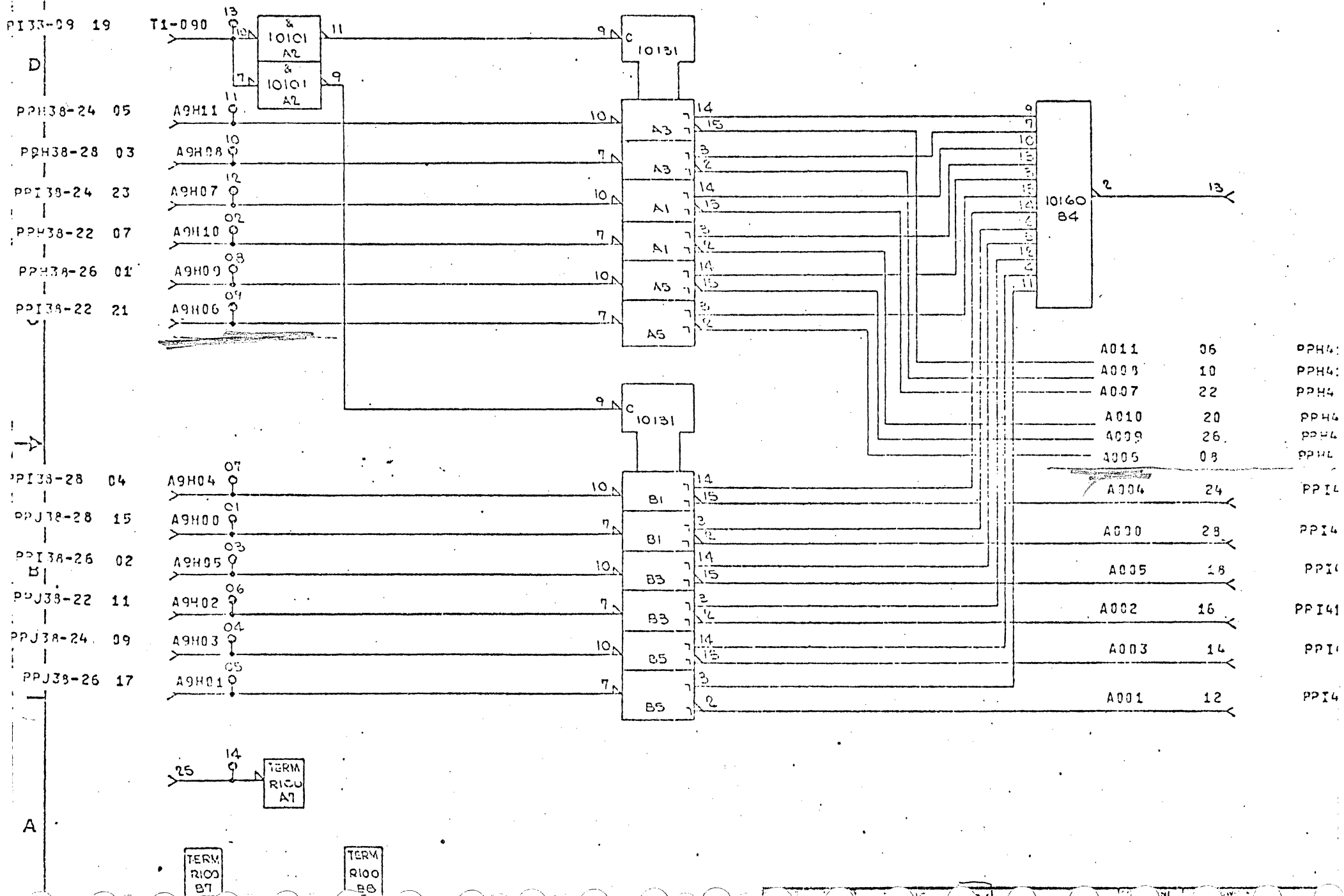


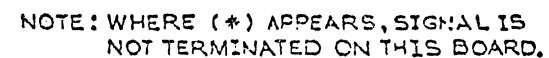
FIGURE 2. TMS 4052/63 BLOCK DIAGRAM



TERM
R100
B7

TERM
R100
A7





SYNDROME ^{BIT} ERROR CORRECTION

	7	6	5	4	3	2	1	0	CODE
BIT	63 62 61 60 59 58 57 56	55 54 53 52 51 50 49 48	47 46 45 44 43 42 41 40	39 38 37 36 35 34 33 32	31 30 29 28 27 26 25 24	23 22 21 20 19 18 17 16	15 14 13 12 11 10 9 8	7 6 5 4 3 2 1 0	7 6 5 4 3 2 1 0
DATA S0	---	---	---	---	---	---	1 0	1 1 1 0 1 0 1	1
S1	---	---	---	---	---	---	1 1 1 0 1 0 1	---	1
S2	1 1	---	---	---	---	1 1 1 1 1 1 1	---	1 1 1 1	1
S3	---	---	---	---	1 1 1 1 1 1 1	---	1 1 1 1	---	1
S4	---	---	---	1 1 1 1 1 1 1	---	1 1 1 1	---	---	1
S5	1	---	1 1 1 1 1 1 1	---	1 1 1 1	---	---	---	1
S6	1 1	1 1 1 1 1 1 1	---	1 1 1 1	---	---	---	1 1	1
DATA S7	1 1 1 1 1 1 1	---	1 1 1 1	1 1	---	---	1 1	---	1
BITS/COLUMN	3 3 3 3 3 3 3 3	3 3 3 3 3 3 3 3	3 3 3 3 3 3 3 3	3 3 3 3 3 3 3 3	3 3 3 3 3 3 3 3	3 3 3 3 3 3 3 3	3 3 3 3 3 3 3 3	3 3 3 3 3 3 3 3	

NOTES:

- IN (WRITE) {
1. Code bits = "1" when number of marked bits (1) in their respective row is even.
 2. Code bits are stored with data in memory.
- OUT (READ) {
3. Syndrome bits = "1" when number of marked bits in their respective row plus the code bit is even.
 4. One Syndrome bit set implies a code bit error.
 5. Three Syndrome bits set implies a data error in the column indicated by translating syndrome bits.
 6. Five Syndrome bits set implies a data error in the column indicated by translating syndrome bits.
 7. Any other number of Syndrome bits set implies a multiple error.

CENTRAL MEMORY

1145.02

$r = 15, 0, 1, 2, 3, 4, 6, 0, 0, 0, 0, 2, 0, 0, 0, 0, 0, 0, 1, 0$

[illegible]

BITS/COLUMN 3 3 3 5 3 3 3 3 3 3 5 3 3 3 3 3 3 5 3 3 3 3 3 3 5 3 3 3 3 3 3 5 3 3 3 3 3 3 5 3 3 3 3 3 3 5 3 3 3 3

51. Code bits = "1" when number of marked bits (1) in their respective row is even.

2. Code bits are stored with data in memory.

3. Syndrome bits = "1" when number of marked bits in their respective row plus the code bit is even.

4. One Syndrome bit set implies a code bit error.

5. Three Syndrome bits set implies a data error in the column indicated by translating syndrome bits.

6. Five Syndrome bits set implies a data error in the column indicated by translating syndrome bits.

7. Any other number of Syndrome bits set implies a multiple error.

ERROR CORRECTION

	7	6	5	4	3	2	1	0	CODE
BIT	62 61 60 59 58 57 56	55 54 53 52 51 50 49 48	47 46 45 44 43 42 41 40	39 38 37 36 35 34 33 32	31 30 29 28 27 26 25 24	23 22 21 20 19 18 17 16	15 14 13 12 11 10 9 8	7 6 5 4 3 2 1 0	7 6 5 4 3 2 1 0
S0	-----111	---111---	11-1-----	-----1---	---1-----1	1---1-1---	-11-1-1---	11111111	
S1	-1111---	11-1-----	-----1---	-1-1-----1	1---1-1---	-11-1-1---	11111111	-----111	
S2	11-1-----	---1-----	---1-----1	1---1-1---	-11-1-1---	11111111	-----111	-1111---	
S3	---1-----	---1-----1	1---1-1---	-11-1-1---	11111111	---1-1---	-1111---	11-1---	
S4	---1-----1	1---1-1---	-11-1-1---	11111111	---1-1---	-1111---	11-1-1---	---1---	
S5	1---1-1---	-11-1-1---	11111111	---1-1---	-1111---	11-1-1---	---1---	---1-1---	
S6	-11-1-1---	11111111	---1-1---	-1111---	11-1-1---	---1---	-1-1-1---	1-1-1-	
S7	11111111	---1-1---	-1111---	11-1-1---	---1---	---1-1---	1-1-1-	-11-1-	
BITS/COLUMN	33353333333533333335333333353333333533333333353333333353333333353333								

NOTES:

- IN (WRITE) {
1. Code bits = "1" when number of marked bits (1) in their respective row is even.
 2. Code bits are stored with data in memory.
- OUT (READ) {
3. Syndrome bits = "1" when number of marked bits in their respective row plus the code bit is even.
 4. One Syndrome bit set implies a code bit error.
 5. Three Syndrome bits set implies a data error in the column indicated by translating syndrome bits.
 6. Five Syndrome bits set implies a data error in the column indicated by translating syndrome bits.
 7. Any other number of Syndrome bits set implies a multiple error.

CENTRAL MEMORY

	<u>CODE (BIN)</u>	<u>DATA (HEX)</u>
WRITTEN	⁷ 1111 ⁰ 1111	⁴³ 0000 0000 0000 0000 ⁰
READ	1111 1111	0000 0000 0000 0000
SYNDROME	0000 0000	<u>No Error</u>

OCTAL

WRITTEN	<u>1101 1100</u> ^{334₈}	0000 0000 0000 0001
READ	1101 1100	0000 0000 0000 0001
SYNDROME	0000 0000	<u>No Error</u>

WRITTEN	1011 1100	0000 0000 0000 0002
READ	1011 1100	0000 0000 0000 0000
SYNDROME	0100 0011 1 2 3	- 1 Error, Toggle bit 1 DATA ERROR

WRITTEN	1101 1100	0000 0000 0000 0001
READ	1101 1100	0000 0000 0000 0002
SYNDROME	1010 0011	- Double Error, No Correction DATA ERROR

WRITTEN	1101 1100	0000 0000 0000 0001
READ	1101 1000	0000 0000 0000 0001
SYNDROME	0000 0100	- 1 Error, No Correction CODE BIT FAILURE

ERROR ANALYSIS

SECDED SYNDROME CODE/CORRECTED BIT TABLE

CODE	BIT	CODE	BIT	CODE	BIT	CODE	BIT	CODE	BIT	CODE	BIT	CODE	BIT	CODE	BIT
000	NONE	040	(1)	100	(1)	140	(2)	200	(1)	240	(2)	300	(2)	340	50
001	(1)	041	(2)	101	(2)	141	53	201	(2)	241	57	301	56	341	(2)
002	(1)	042	(2)	102	(2)	142	54	202	(2)	242	59	302	61	342	(2)
003	(2)	043	0	103	1	143	(2)	203	2	243	(2)	303	(2)	343	(3)
004	(1)	044	(2)	104	(2)	144	40	204	(2)	244	63	304	62	344	(2)
005	(2)	045	23	105	3	145	(2)	205	5	245	(2)	305	(2)	345	(3)
006	(2)	046	22	106	8	146	(2)	206	9	246	(2)	306	(2)	346	(3)
007	10	047	(2)	107	(2)	147	(3)	207	(2)	247	44	307	(3)	347	(2)
010	(1)	050	(2)	110	(2)	150	41	210	(2)	250	43	310	48	350	(2)
011	(2)	051	47	111	7	151	(2)	211	6	251	(2)	311	(2)	351	28
012	(2)	052	27	112	31	152	(2)	212	11	252	(2)	312	(2)	352	(3)
013	13	053	(2)	113	(2)	153	(3)	213	(2)	253	(3)	313	(3)	353	(2)
014	(2)	054	29	114	30	154	(2)	214	16	254	(2)	314	(2)	354	(3)
015	17	055	(2)	115	(2)	155	(3)	215	(2)	255	(2)	315	(3)	355	(2)
016	18	056	(2)	116	(2)	156	(3)	216	(2)	256	(3)	316	(3)	356	(2)
017	(2)	057	(3)	117	52	157	(2)	217	(2)	257	(2)	317	(2)	357	(+)
020	(1)	060	(2)	120	(2)	160	42	220	(2)	260	45	320	49	360	(2)
021	(2)	061	46	121	51	161	(2)	221	56	261	(2)	321	(2)	361	(3)
022	(2)	062	32	122	55	162	(2)	222	15	262	(2)	322	(2)	362	(3)
023	14	063	(2)	123	(2)	163	(2)	223	(2)	263	(3)	323	36	363	(2)
024	(2)	064	33	124	35	164	(2)	224	39	264	(2)	324	(2)	364	20
025	19	065	(2)	125	(2)	165	(3)	225	(2)	265	(3)	325	(3)	365	(2)
026	21	066	(2)	126	(2)	166	(3)	226	(2)	266	(3)	326	(3)	366	(2)
027	(2)	067	(3)	127	(2)	167	(2)	227	(3)	267	(2)	327	(2)	367	(+)
030	(2)	070	34	130	37	170	(2)	230	33	270	(2)	330	(2)	370	(3)
031	24	071	(2)	131	(2)	171	(3)	231	(2)	271	(3)	331	(3)	371	(2)
032	25	072	(2)	132	(2)	172	12	232	(2)	272	(3)	332	(3)	372	(2)
033	(2)	073	(3)	133	(3)	173	(2)	233	(3)	273	(2)	333	(2)	373	(+)
034	26	074	(2)	134	(2)	174	(3)	234	(2)	274	(3)	334	(3)	374	(2)
035	(2)	075	4	135	(3)	175	(2)	235	(3)	275	(2)	335	(2)	375	(+)
036	(2)	076	(3)	136	(3)	176	(2)	236	60	276	(2)	336	(2)	376	(+)
037	(3)	077	(2)	137	(2)	177	(+)	237	(2)	277	(+)	337	(+)	377	(2)

NOTES:

- (1) SYNDROME CODE BIT FAILED (SINGLE CODE BIT SET)
- (2) DOUBLE ERROR OR MULTIPLE DOUBLE ERROR (EVEN NO. OF CODE BITS SET)
- (3) MULTIPLE SINGLE ERROR (THREE OR FIVE CODE BITS SET)
- (4) MULTIPLE ERROR (SEVEN CODE BITS SET)

THE SYNDROME CODES ABOVE ARE OCTAL REPRESENTATIONS OF THE EIGHT SYNDROME CODE BITS.

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